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Distribution of refrigerated products to Family Mart stores in Shanghai

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Distribution of refrigerated products to Family Mart stores in Shanghai Marta Domènech 同济大学

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Abstract

Provisioning and replenishment of goods is essential for the success of Family Mart stores. Family Mart is a convenience store franchise chain launched in Japan that has expanded to more 7 countries, China among them. The stores mainly offer goods such basic grocery, take away food, drinks, bento, magazines and drugstore products. However, its great success it is not only based on the fact that it meets the basic needs of customers but their presence all over Shanghai and the opening hours.

The current distribution of Family Mart stores is performed by Hitachi Transport Systems S.L, who is responsible of distributing all the products to more than 450 Family Mart stores in Shanghai. Hitachi uses a Transport Management System (TMS) to determine the best routing based on the demand. However, it is interesting to understand what is in the black box of the TMS.

Consequently, the problem raised in this dissertation is to find a mathematical formulation to model the distribution of refrigerated products from the warehouse to the more than 450 Family Mart stores. Therefore, the problem is not just proposing a mathematical formulation but also implementing it, so a good routing distribution can be given.

For that, two different resolution methods are outlined based on the formulation of the Vehicle Routing Problem. On one hand, two different formulations are created in order to obtain the optimal solution. On the other hand, since finding the optimal solution might have a high computational cost, a heuristic formulation is also defined to obtain a near-optimal solution.

Both methods are implemented so a solution for the problem raised can be found. Moreover, given the efficiency of the heuristic, the effect of some parameters can be assessed. The parameters studied are the demand, the instant when the demand needs to be supplied and, also, the instant when the demand needs to be supplied.

The results show that the parameter with greater effects is the time restriction. Moreover, the instant when the demand needs to be supplied has a greater effect than the demand itself. Furthermore, although both resolutions cannot be compared due to the fact that their aim differ a bit, it can be stated that the heuristic performs quite good.

Key Words: Vehicle Routing Problem, optimal solution, heuristic, implementation, time window, demand, instant demand

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Chapter 1: Introduction

1.1 Project Overview

Just a 15 minutes walk around Shanghai is needed in order to realize that Family Mart is a constant actor in the scenery.

Family Mart is a convenience store franchise chain launched in Japan that has expanded to more 7 countries, China among them. Family Mart stores mainly offer goods such basic grocery, take away food, drinks, bento, magazines and drugstore products. However, its great success it is not only based on the fact that it meets the basic needs of customers but their presence all over Shanghai and the opening hours. There is always an opened Family Mart store nearby to buy that product we forgot to buy.

Given the kind of products and the size of the stores, provisioning and replenishment of goods is essential for a proper operation and performance of every store. For that, every store is daily visited at least twice, once for refrigerated products and another one for frozen products.

The current distribution of Family Mart stores is performed by Hitachi Transport Systems S.L, who is responsible of distributing all the products to more than 450 Family Mart stores in Shanghai. Hitachi uses a Transport Management System (TMS) that, based on the demand of every store, determines the best routing. However, it is interesting to understand and be able to recreate what is in the black box of the TMS.

Based on this idea, the problem raised in this dissertation is to find a mathematical formulation to model the distribution of refrigerated products from the warehouse to the more than 450 Family Mart stores. Hence, the problem is not just proposing a mathematical formulation but also implementing it, so a good routing distribution can be given.

Since the problem is to find the optimal or near optimal routes to deliver a given demand to a set of customers with the minimum cost, the problem can be understood as a

Vehicle Routing Problem with some constraints, more precisely, as a Capacitated Vehicle Routing Problem with Time Windows.

In order to solve the problem, two resolution methods are described. On one hand, two mathematical formulations are outlined in order to obtain the optimal solution. Moreover, on the other hand, since finding the optimal solution might have a high computational cost, a heuristic formulation is also defined in order to obtain a near-optimal solution.

Both resolution methods are implemented in different solvers in order to obtain a numerical solution for the problem raised. Moreover, different values for the demand, the instant of the demand and time window parameters are implemented in order to analyse their effect in the resulting routing.

Finally, the results are presented and analyzed, so some conclusions regarding the effect of the three parameters can be drawn, besides giving a good routing for distributing the demand.

1.2 Thesis Overview

In order to achieve the proposed objectives several tasks have been developed, which give content to the various chapters of this thesis. Below the methodology followed in each one is briefly described.

In Chapter 2, as a result of a deep literature review, the overall picture of the most significant features of vehicle routing problems and more precisely the Vehicle Routing Problem are presented. The study highlights its history and applications as well as its complexity, variants and variants. The chapter finishes with the formulation of the problem and a brief explanation of different resolution methods.

After the state of the art in Chapter 2, the firm Family Mart is presented in Chapter 3. Hence, a brief description about the company and its organization is outlined. Furthermore, it is also described its current operation for distributing products around Shanghai and the organization of its warehouse.

Chapter 4 introduces the problem to be solved, its characteristics and objectives. Through the chapter it is explained the hypothesis and assumptions taken as well as the data provided. Finally, the chapter finishes with an explanation of the data treatment undertaken.

Subsequently, in chapter 5, two formulations to outline the problem are derived based on the resolution methods explained in Chapter 2: two-index and three-index formulations. Moreover, the objective functions and restrictions used in every formulation are precisely described. The chapter finishes with a brief comparison of the two formulations performed.

Chapter 6 presents another resolution method, a heuristic based on Clark and Wright heuristics. Through the chapter it is explained its concept, the data needed in order to be implemented and its mathematical formulation.

After the resolution methods explained in Chapter 5 and Chapter 6, in Chapter 7 it is precisely described the implementation of both methods. For that, the use of solvers CPLEX and Matlab is needed. The chapter also presents the instances solved with every method.

Chapter 8 presents the results of the implementation outlined in Chapter 7. First, the results by means of CPLEX are described so a near-optimal solution is obtained. Furthermore, the chapter presents the results obtained by implementing the heuristics. Finally, the chapter finishes with a brief comparison of both resolution methods.

The last chapter of this thesis, Chapter 9, presents in the first place the conclusions emerged from the distinct tasks performed. Subsequently, various lines of future research arising as a result of the work undertaken.

Chapter 2: Theoretical background. Vehicle Routing Problem

2.1 Introduction

In this chapter, the focus relies on routing problems, more specifically on the Vehicle Routing Problem. First of all, the definition and types of routing problems are described. Thereafter, the Vehicle Routing problem is approached, starting from its history, applications, complexity and variants. Furthermore, the mathematical formulation is given. Finally, the chapter finishes with a review of the solution methods, including both the exact and heuristic methods.

2.2 Routing problems

Routing problems are one of the key aspects of transport and logistics field because of their great impact. A route problem is known to be a type of optimization problem arising when there is a set of customers requesting a service whose demand has to be satisfied so that the best routing needs to be found.^[40] The importance of these problems is given by the large number of real life applications. Some of the typical examples are the school bus, mail distribution or garbage collection but there is an endless list of other applications. Given the great potential of these kind of techniques, logistic companies are increasing their investment in research and software capabilities to solve more complex problems.

Before getting closer to the vehicle routing problems, it is worth stressing the main difference between vehicle routing problems and path problems. While in vehicle routing problems there is a set of nodes or arcs that must be visited, in path problems it must be found a route to connect an origin and destination, no matter what are the nodes or arcs visited on the way. This dissertation focuses on the first kind of problem, that is to say, vehicle routing problems.

There are many different kinds of routing problems depending on the set of additional constraints the problem must satisfy. The most common constraints are the number of vehicles, their capacity, time window or the kind of service demanded.

There are mainly two big type of vehicle routings problems depending on whether the demand is located in the nodes or in the arcs, as it can be seen in Table 2.1. On one hand, when the demand is located in the nodes, the optimal route must visit all the nodes. On the other hand, when demand is located in the arcs, the optimal route must visit all the arcs. In other words, node problems are used when clients are represented by nodes while in arc problems it is understood that the streets are the clients that must be visited.

Demand	Capacity Constraints	Problem	Other constraints
Nodes	No	Travelling Salesman Problem (TSP)	
	Yes	Capacitated Vehicle Routing Problem (CVRP)	Pickup/Delivery Time Windows
Arcs	No	Chinese Postman Problem (CPP) (One connected component)	
		Rural Postman Problem (RPP) (Several connected components)	
	Yes	Capacitated Arc Routing Problem (CARP)	

Table 2.1. Classification of routing problems.

The story of routing problems based on nodes begins in century XIX, when W.R. Hamilton coined the Icosian game. Icosian game is a board game that consist on finding a route to connect the 20 nodes of the board and come back to the origin node just using the allowed arcs, as seen in Figure 2.1. Some time later, a path that visits each vertex exactly once and comes back to the origin became known as Hamiltonian cycle. It is worth highlighting that two years before the game was introduced, T. Kirkman posed the problem in a paper submitted to the Royal Society wondering if there is a cycle that pass by every vertex of a polyhedron.^[6]

There are mainly two routing problems based on nodes: Travelling Salesman Problem (TSP) and Vehicle Routing Problems (VRP). However, they are extremely related since the VRP can be understood as an extension of the TSP.



Figure 2.1. Hamilton's Icosian game

Traveling Salesman Problem (TSP) is one of the most famous and investigated problems of the field since, in spite of its apparent simplicity, it is really complex to solve. Travelling Salesman Problem owes its importance to the great range of applications, starting from logistics and distributions until genetic aspects. The problem aims to define the optimal route to visit all the nodes of a graph and come back to the origin given that all the distances between nodes are known.

The story of the Travelling Salesman Problem starts in 1832 with a book called *Travelling salesman: how he should be and what he has to do to get commissions and success in business. From a veteran travelling salesman* ^[34] Although the book focuses on other aspects of the profession, in the last chapter it is explicitly defined the travelling salesman problem. Based on it, the path chosen has a great impact when considering saving time so that the important fact is to visit as many locations as possible without visiting the same client more than once. However, it was not until the 1930s that a mathematical approach was studied. It is interesting to see that the problem was first outlined by a business man one century before this kind of problems began to be studied.

The other important type of routing problems based on nodes is the Vehicle Routing Problem (VRP). The problem seeks to find what is the optimal set of routes for a fleet of vehicles to supply the demand of a given set of customers. VRP is the main topic of this chapter. Consequently, more detailed information about its history, applications and formulation can be found in the following sections.

The second big kind of routing problems are the problems based on arcs. Its story begins in century XVIII in Königsberg, a small village located in the west side of Russia. Pregel river divided the village in four areas connected with 7 bridges. Königsberg's habitants started wondering if it may exist a walk through the city that would cross each of those bridges once and only once and that would come back to the origin again. L. Euler proved that the problem has no solution but, what is more important, he pointed a relevant fact: the choice of route inside each land mass was irrelevant, what really mattered was the sequence of bridges crossed. Therefore, he changed the mass land to nodes and the bridges to arcs as seen in Figure 2.2. Hence, the aim was to visit all the arcs in a route, what is also called a routing problem based on arcs.^[12] The formulation of the problem and its solution can be found in [15].



Figure 2.2. Reformulation of the problem in abstract terms. Source: [12]

It is important to note that the aim of the seven bridges of Königsberg problem was not to find the optimal path but the existence of one, what is the essence of routing problems. In this respect, the first problem was raised in by M. Guan in 1960, in an article of a Chinese newspaper, later translated to English in 1962 ^[20].

The problem described by M. Guan is called the Chinese postman problem (CPP), postman tour or route inspection problem and its aim is to find a shortest closed path that visits every edge of a connected graph at least once. As it was proven by L. Euler, in order to exist a solution, the degree of the nodes needs to be even. Based on this approach, the solution proposed by Guan consists of adding arcs of minimum cost to the original graph so that it can become an Eulerian graph. Once an Eulerian graph is obtained, it is easy to determine a cycle that visits every arc just and only once. It is necessary to understand that an Eulerian graph, whose name comes from L. Euler, must have at least one Eulerian cycle, that is to say, a closed cycle that uses every arc just and only once. For that, all nodes must

have even degree with the exception of existing an even number of odd degrees nodes, as proved by Hierholzer in 1873.^[21]

Another of the well-known routing problems based on arcs is the Rural Postman Problem (RPP), which is probably the problem based on arcs that better fits reality. The Rural Postman Problem, first described in 1974^[36] aims to find the shortest closed path that visits just some of the arcs of a graph, so there are some arcs that do not necessary need to be visited. Two years later it was proved that RPP is a NP-problem, concept explained Section 2.5 , unless the subgraph of the required arc is completely connected. Then, it becomes a CPP problem, for which exists algorithms that solve the problem in a polynomic time.^[30]

Last but not least, the Capacitated Arc Routing Problem (CARP), first described by B. L. Golden and R.T. Wong in 1981,^[18] arises in the case there is capacity constraints. In this case, the demand of every client is assigned to every arc of the graph and a vehicle fleet with a fixed capacity must visit all arcs delivering or picking up the corresponded demand of every arc, without exceeding vehicle's capacity. However, it is important to note that the demand must be non-negative, consequently, it can be stablished as 0. A similar problem with strictly positive demand was investigated some years earlier in 1973 by N. Christofides.^[3] It is interesting to note that in the case described by Golden and R.T. Wong, when the demand of some arcs can be 0, the problem becomes an RPP problem with capacity constraints while in the case described by N. Christofides where the demand cannot be 0, the problem becomes a CPP with capacity constraints.

From now on, all the sections of this chapter focuses on Vehicle Routing Problem, the problem described in this dissertation.

2.3 History

In the scientific literature, Dantzig and Ramser^[5] were the first authors that talked about VRP problem when they were investigating its real implementation in distributing petrol to petrol stations. In their article *The truck Dispatching Problem (1959)* [5] they proposed a solution based on a linear problem formulation that would result as a near-optimal solution. The aim was to find a way to assign the trucks to petrol stations so that

their demands were covered and the distance overcome for the fleet truck was minimum. For them, the problem was just a generalization of the TSP, when it is mandatory to visit the origin once m out of $n-1$ petrol stations are visited. Hence, for known values of m and n , the aim is to find the loops so that they all have a node in common and the distance overcome would be minimum. This problem was later outlined as Cover Leaf Problem.

It is important to note that for small values of m , the problem could be easily solved by looking at a plan where all the nodes would be located and find clusters of nodes. However, when it is difficult to determine the clusters and m is a large value, the problem is more complex and other kind of solutions must be found.

2.4 Applications

During the first years of VRP development, the clear majority of the VRP were applied to solve scholar routes and logistics. Although logistics may seem the greatest and most common application field, there are plenty of other fields where the VRP can be applied. Just some of them are explained as follows, since the possibility of applying a VRP to solve a real-life problem might fill an endless list.

▪ Logistics

The most numerous application of the VRP regard to the logistics field. Public, freight and vehicle transport are some applications that perfectly fit VRP problems. Some of the most common applications are:

- Product distribution

The distribution of products from a warehouse is the typical and most common application of the VRP. For instance, it can be considered the collection of blood samples from different hospitals to the lab where the samples are analyzed. Another example would be the replenishment of products to any shop or supermarket.

- Scholar routes

Scholar routes are one of the main applications of TSP and VRP. Nowadays, companies engaged in public transportation or simply human transportation normally use a software to solve VRP so great savings can be achieved.

- Urban freight transport

Nowadays, overall urban logistic is changing since parcel delivering is getting more importance given the increase of e-commerce. Consequently, there are new ways of distributing urban freight. As an example, a mobile depot is a truck used as a small warehouse established, every day, in a different point of the city. From it, e-bikes are responsible to take the parcels and deliver them to the client. Consequently, this last-mile delivery would solve a VRP to outline the best routes from the mobile depot to all customers.

- Mail delivery

Although usually the mail is outlined as a problem based in arcs, when the locations are really far from each other, it is better to apply a VRP to get the best route.

- **Tourism.**

When thinking about visiting a city and its surroundings, one is normally based in a hotel or hostel and every day visits an area of the city. When organizing a trip, although a VRP is not normally applied, the reasoning for organizing it is trying to figure out what is the best way to visit all the interesting points without losing a lot of time from point to point. Consequently, it can be understood as solving a VRP considering also some other constraints such opening hours of touristic places.

- **Industry**

The range of applications in the industry is, as expected, not as wide as in the logistic field. However, the implementation of the problem in the area has also implied great cost savings. Some of the most common applications are:

- Sequencing of tasks

Assuming that a machine, capable of performing 3 task simultaneously, must perform a task series in any order with the lowest possible time. However, the machine takes some time t_{ij} for tuning from changing to task i to j . In this case, a VRP can be applied assuming that every task is a node to be visited and the depot is the machine

status when no task is performed.

- Connecting chips

This kind of example can be often found in laptop designs or any other digital device. Inside all digital devices there are plates with chips that must be connected each other with cables. Given the small size of the chips and interference problems, more than two cables cannot be added in the same pin. Consequently, the minimum amount of cable necessary to connect all the points must be found, so a TSP or VRP must be solved.

- Drilling problems

When manufacturing the door of a car, for instance, it must be drilled several times in order to introduce all the control and electronic devices found inside. Usually, a programmed machine bores the steel sheet in an order predefined. If it is not well programmed, the time needed to change from site to site that must be drilled can significantly increase overall performance. Consequently, a possible application of a TSP or VSP would consist on outlining the sites where the door must be drilled as nodes to be visited and minimize the total distance from going from site to site. The origin and final point can be determined as machine initial position.

As previously said, these are not the only areas where VRP could be applied. It exists many other problems that can be solved by means of VRP. As a matter of fact, in the last years many applications in genetic raised.

2.5 Complexity

It is interesting to analyze the complexity of the VRP, that is to say, the computational resources needed to solve the problem. However, first it is necessary to introduce computational complexity theory and the different complexity classes defined by it.

As suggested, computational complexity theory is a field in theoretical computer science and mathematics that deals with the resources required in the computational process in order to obtain a solution for the desired problem. Actually, one of its main goals is to

classify and compare the practical difficulty of solving problems in terms of computational resources. Most of the complexity theory deals with decision problems that can be answered by ‘yes’ or ‘no’ and depending on the difficulty, they are classified into a class or another.

When a problem can be solved by a deterministic algorithm in a polynomial time, it is said that the problem belongs to Class P. Hence, class NP (Non-deterministic Polynomial acceptable problems) is the set of decision problems which there is no known polynomial algorithm, so that the time to find a solution grows exponentially with problem size. Obviously, $P \subseteq NP$ but it is still a topic of research whether $P = NP$. In fact this is one of the seven millennial problems stated by the Clay Mathematics Institute in 2000 and a prize of 1M dollars is awarded by the institute to the discoverers.^[11] Every year there are multiple proposals trying to prove that $P = NP$, mostly based on an algorithm for the Travelling Salesman Problem (TSP) since it is one of the most studied NP-hard problems. Moreover, a problem is called NP-hard if it is at least as hard as any problem in NP in the sense that any problem in NP can be polynomially reduce to a NP-hard problem. Consequently, if an algorithm solves a NP-hard problem, it can also be used to solve any other problem in NP also in a polynomial time. Furthermore, there is a class called NP-complete problems that are the NP-hard problems belonging to NP class. This last type of problems are the hardest ones in the NP class.

As suggested in the TSP, complexity theory can be applied to optimization problems such VRP since any maximization or minimization can become a decision problem. For instance, in the case of maximizing, you can wonder if there is solution whose objective value is greater than a number X . Since the TSP is proved to be a NP-hard problem and the VRP can be understood as m -TSP, that is to say, a generalization of the TSP with m routes, it can be stated that the CVRP is also a NP-hard problem. Consequently, the computational resources required to solve a CVRP grows exponentially with problem size.

2.6 Variants

The term VRP refers to a whole set of problems whose aim is to deliver a set of customers with known demands on minimum-cost vehicle routes originating and terminating at a depot. However, depending on the problem, more constraints are needed such arrival and departure time or length of the route. Based on these restrictions, there are

few variants of the VRP that are commonly used.

The variants of the VRP are mainly VRP with Time Windows (VRPTW), Backhauls (VRPB) and Pick-up and delivery (VRPPD). They all arise from the Capacitated Vehicle Routing Problem (CVRP) that is a more realistic case of the classic VRP.

In this section it can be found a brief description of every VRP variant.

2.6.2 Classic Vehicle Routing Problem

In the case of the classic VRP, the clients, their demand and the distances between them are known. Consequently, the aim of these kind of problems is to find a set of routes with minimum costs that fulfills:

- Every client needs to be visited just and only once.
- All routes must start and finish in the depot.

Based on the graph theory, the VRP can be defined as follows. Being $G = (V, A)$ a graph where $V = \{0, \dots, n\}$ is the set of nodes, or clients, when the depot is located in the node 0 and the set A are the arcs that connect them. For every arc (i, j) , $i \neq j$, it exists a non-negative cost c_{ij} that normally represents the cost or travel time between nodes i and j . Usually, these costs are represented with a matrix C . When C is symmetric it means that the cost of travelling from i to j is the same cost to travel from j to i . Then, the set of arcs A can be replaced for a set of edges E , where no directions are considered. In this case, it is assumed that there are m vehicles available in the depot.

Based on its features, it can be said that a classic VRP is a TSP generalized for more than one traveler. Hence, given that TSP is a NP-hard problem, it can easily be understood that classic VRP has also been classified as a NP-hard problem.

2.6.3 Capacitated Vehicle Routing Problem (CVRP)

The capacitated vehicle routing problem can be considered as a classic VRP that better adapts to reality since it considers a homogeneous fleet with limited capacity. Consequently, it must be added a restriction that specifies that the sum of the demand of the clients visited

in every route does not exceeds vehicle's capacity. Hence, a demand d_i is assigned to every client i , except of the depot, that a fictitious demand $d_0 = 0$ is assigned. Moreover, in order to ensure the feasibility, it is assumed that $d_i < 0$.

As expected, the CVRP is also considered to a be a NP-hard problem.

2.6.4 Vehicle Routing Problem with time window (VRPTW)

The variant of the VRP considering time windows draws from the CVRP but adding the role of time. Hence, the demand must be supplied in a specific period of time, called time window. Consequently, it is not only needed to know the demand of every client and the distances between clients but also the time window of every client, the starting time of every route and the time needed to go from one client to another.

Based on the definition of the classic VRP for every client i it is assigned a demand d_i and for every arc (i, j) , $i \neq j$, it is assigned a non-negative cost c_{ij} . However, in the case of VRPTW it is also required to determine the time window $[a_i, b_i]$ and a service time s_i for every client and also a time t_{ij} for every arc (i, j) , $i \neq j$ to overcome the distance. Nevertheless, it is usually considered that the vehicles start their route at time 0 and the cost c_{ij} and t_{ij} are the same.

Consequently, the aim of this kind of problems is to find a set of routes with minimum cost that fulfills:

- Every client needs to be visited just and only once.
- All routes must start and finish in the depot.
- The sum of the clients' demands from the same routes can never exceeds vehicle's capacity.
- Clients' demand must be supplied during the considered time window.
- Vehicle stop s_i units of time when supplying client i .

Naturally, the VRPTW is also a NP-hard problem given that it comes from VRP. It is important to highlight that VRPTW becomes a classic VRP when $a_i = 0$, $b_i = \infty \forall i \in V \setminus \{0\}$ and $C = \infty$.

2.6.5 Vehicle Routing Problem with Backhauls (VRPB)

The variant of the VRP called VRP with backhauls also draws from the CVRP but, in this case, there are two kind of services that vehicles needs to satisfy. On one hand, vehicles must deliver products to some clients and pickup products to some others. Hence clients are divided into two groups. The first group so-called Linehaul clients $L = (1, \dots, n)$ are clients that must receipt products while the second group so called Backhaul clients $B = (n + 1, \dots, n + m)$ are clients that the vehicle must pickup products from them. Moreover, in this kind of problems there is also a provenance relation since the backhaul clients must be visited after the linehaul clients in the case that the route has the two kinds of clients.

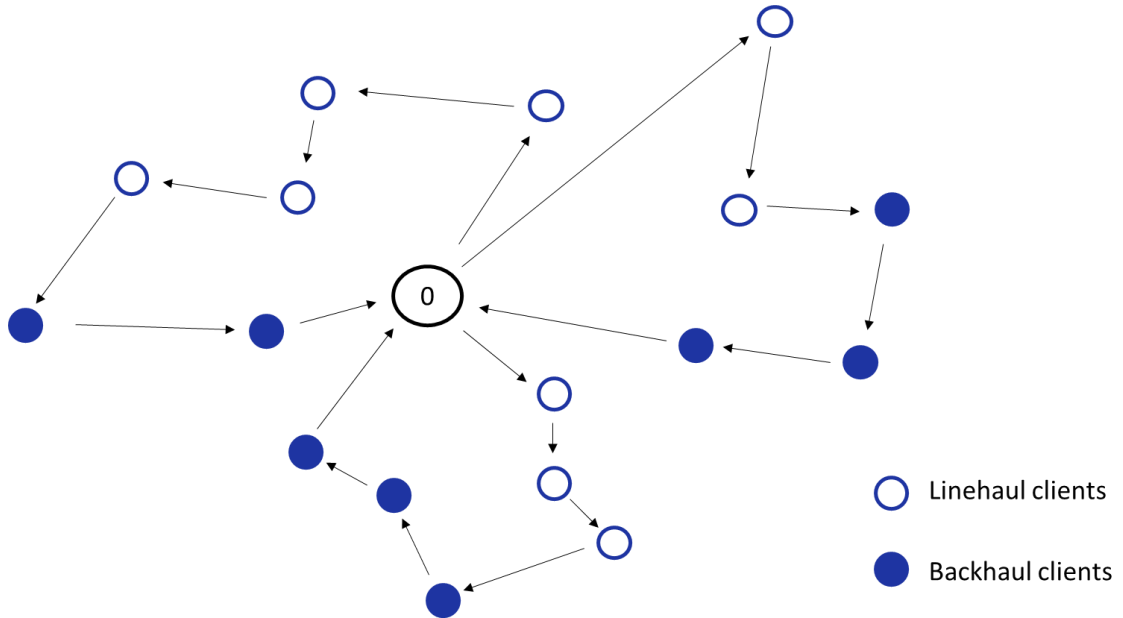


Figure 2.3. Example of Vehicle Routing Problem with backhauls.

In this case, a non-negative quantity must be delivered or picked up at every client i and, as before, a fictitious demand $d_0 = 0$ is assigned for the depot.

Consequently, the aim of this kind of problems is to find a set of routes with minimum cost that fulfills:

- Every client needs to be visited just and only once.
- All routes must start and finish in the depot.

- The sum of deliveries to customers (overall Linehaul demand) and the sum of the collections of customers (overall Backhaul demand) can never exceeds vehicle's capacity.
- In case there are Linehaul and Backhaul clients in the same routes, Linehaul clients will always be visited first. Vehicle stop s_i units of time when supplying client i .

Again, the VRPB is a HP-hard problem since it is derived from VRP. It is important to highlight that VRPB becomes a classic VRP when $B = \{\emptyset\}$.

2.6.6 Vehicle Routing Problem with Pickup and delivery (VRPPD)

The variant of the VRP with pick-up and delivery also draws from the CVRP. In this case, clients are allowed to send and receive products between them. Consequently, every node has a demand d_i that must be delivered to other clients and a quantity p_i that must be collected. However, sometimes these two factors can be combined so there is just the net effect such $d'_i = d_i - p_i$, what can also take negative values. Furthermore, it is also necessary to establish the origin node O_i and destination node D_i of the demands of node i .

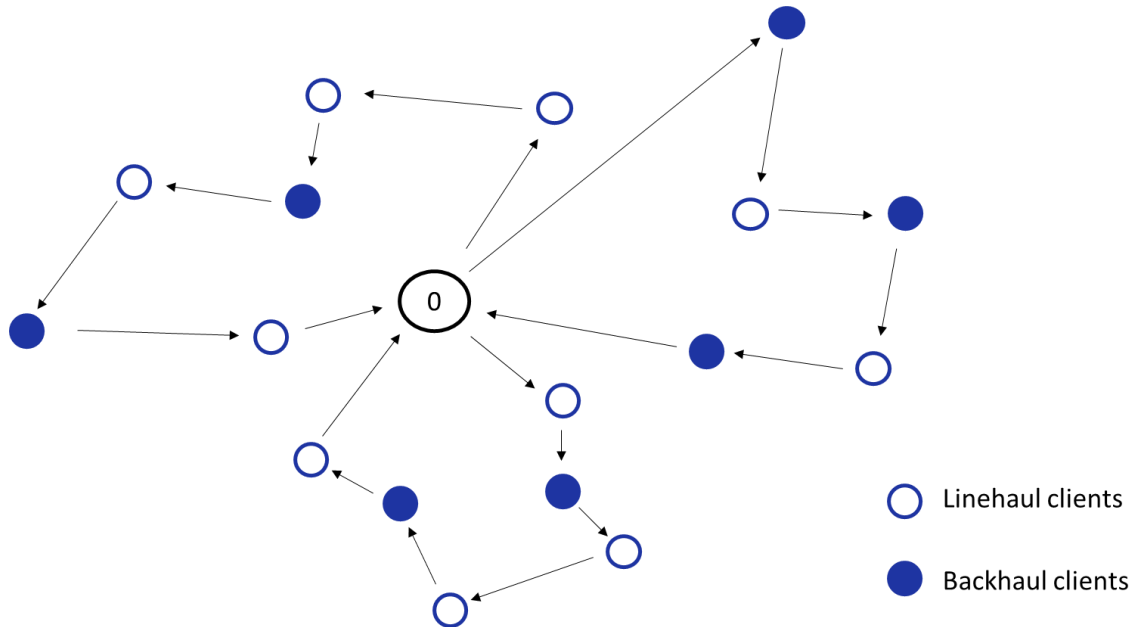


Figure 2.4. Example of Vehicle Routing Problem with pick-up and delivery.

As expected, it is assumed that the pick-up happens before the delivery. Consequently, there must be load consistency. Vehicle's load when arriving to a client is the initial load of the vehicle plus the demands collected minus the demands delivered so far.

Consequently, the aim of this kind of problems is to find a set of routes with minimum cost that fulfills:

- Every client needs to be visited just and only once.
- All routes must start and finish in the depot.
- Vehicle's load at any point of the route must be non-negative and can never exceeds vehicle's capacity.
- For any client i , client O_i , provided that is not the depot, must be visited by the same route and prior to node i .
- For any client i , client D_i , provided that is not the depot, must be visited by the same route and later than node i .

Again, the VRPPD is a HP-hard problem since it is derived from VRP. It is important to highlight that VRPPD becomes a classic VRP when $O_i = D_i = 0$ and $p_i = 0$, $\forall i \in V$.

2.7 Formulation

As it has previously been said, the CVRP was outlined in 1959 by Danztzig and Ramser as follows:

A number of identical vehicles with a given capacity are located at a central depot. They are available for servicing a set of customer orders, (all deliveries, or, alternatively, all pickups). Each customer order has a specific location and size. Travel costs between all locations are given. The goal is to design a leastcost set of routes for the vehicles in such a way that all customers are visited once and vehicle capacities are adhered to.^[27]

Given a graph $G = (V, A)$ a where $V = \{0, \dots, n\}$ is the set of clients, when the depot is located in the node 0 and set A the set of arcs that connect them. For every arc (i, j) , $i \neq j$, it exists a non-negative cost c_{ij} that represents the cost to overcome the distance between nodes i and j . Moreover, K is the number of available vehicle that can be used, w_i a non-negative demand of client i and Q vehicle's capacity. The formulations described below

regard to an asymmetric problem. If a symmetric problem is considered, some simplifications can be done.

2.7.1 Two-index formulation

The formulation is based on just one set of binary variables x_{ij} that takes value 1 if the arc $(i, j) \in A$ is used; otherwise, it takes value 0. Consequently, it uses $O(n^2)$ binary variables.

Hence, the problem is outlined as follows:

Objective function:

$$\min \sum_{i \in V} \sum_{j \in V} c_{ij} \cdot x_{ij} \quad (2.1)$$

Subject to:

$$\sum_{j \in V} x_{ij} = 1, \forall i \in V \setminus \{0\} \quad (2.2)$$

$$\sum_{i \in V} x_{ij} = 1, \forall j \in V \setminus \{0\} \quad (2.3)$$

$$\sum_{i \in V} x_{i0} = K \quad (2.4)$$

$$\sum_{j \in V} x_{0j} = K \quad (2.5)$$

$$\sum_{i \notin S} \sum_{j \in S} x_{ij} \geq r(S), \forall S \subseteq V \setminus \{0\}, S \neq \emptyset \quad (2.6)$$

$$x_{ij} \in \{0, 1\}, \forall i, j \in V \quad (2.7)$$

Restrictions (2.2) and (2.3) establish that just one arc must enter and leave every client, respectively. Similarly, restrictions (2.4) and (2.5) establish that there must be K vehicles arriving and leaving from the depot. Constraints (2.6) and (2.7) are called Capacity-Cut

Constraints (CCC).

2.7.1.1 Capacity-Cut Constraints (CCC)

The set of CCC play two roles at the same time since they impose connectivity and also constraints regarding vehicle capacity. Equation (2.6) outlines that each cut $(V - S, S)$ defined by a set of clients S is crossed by a number of arcs that cannot be smaller than the minimum number of vehicles $r(S)$ needed to serve customer in S . Since the demand of customers in set S can be expressed as $d(S) = \sum_{i \in S} w_i$, $r(S)$ can be replaced by the lower bound $\lceil d(S)/Q \rceil$, that represents the minimum number of vehicles $r(S)$ needed to supply clients in S .

However, two alternative formulation for restriction (2.6) can be found replacing the capacity cut constraints by generalized subtour elimination constraints.

Before delving into the alternative, the subtour elimination issue must be introduced.

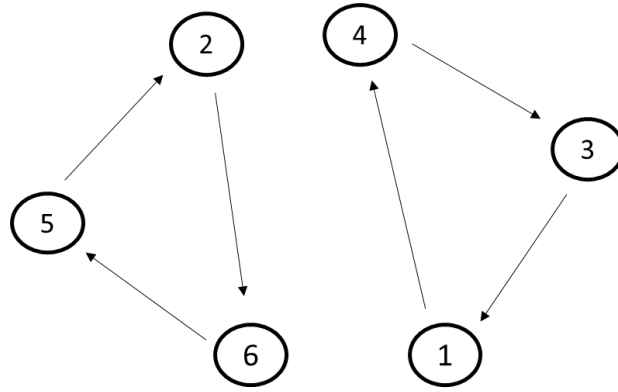


Figure 2.5. Example of subtour in a TSP.

Let's assume that just one route is considered, as if it would be a TSP. Without considering restriction (2.6) the situation described in Figure 2.5 could take place since it fulfills all other restrictions. Based on Figure 2.5 it can be seen the subset $W = \{1, 4, 3\}$, for instance, has three arcs that connects the nodes. If the amount of arcs is limited to 2, this situation could never happen. In order to model this last restriction, it is needed some new sets:

$$\forall W \subset V, A(W) = \{a = (i, j) \in A : i, j \in W\} \quad (2.8)$$

$$\delta^-(W) = \{a = (i, j) \in A : i \notin W, j \in W\} \quad (2.9)$$

$$\delta^+(W) = \{a = (i, j) \in A : i \in W, j \notin W\} \quad (2.10)$$

Consequently, the subtour elimination set of constraints could be written as

$$\sum_{i \in S} \sum_{j \in V} x_{ij} \leq |W| - 1, \forall W \subset V \quad (2.11)$$

Equation (2.11) can also be outlined as equation (2.12) what establishes that for any subset W of clients it must be at least one arc that leaves the subset.

$$\sum_{i \notin S} \sum_{j \in S} x_{ij} \geq 1, \forall W \subset V \quad (2.12)$$

The concept just explained regards to just one route. However, equation (2.11) becomes equation (2.13) when more routes and a depot is considered. Since it outlines that at least $r(S)$ arcs leave the customer set S .

$$\sum_{i \in S} \sum_{j \in V} x_{ij} \leq |S| - r(S), \forall S \subseteq V \setminus \{0\}, S \neq \emptyset \quad (2.13)$$

Actually, set of restrictions (2.13) is the first alternative of restriction (2.6). Consequently, generalized subtour elimination constraints can act as an alternative of the capacity-cut constraints.

It is important to highlight that restrictions (2.6) and (2.8) have a cardinal that exponentially increases with n , that is to say, the number of clients to be visited. Therefore, it is practically impossible to directly solve the integer lineal problem.

Consequently, another alternative with polynomial cardinal can be defined. For that, an additional continuous variable u_i is needed, whose value represents the load of the vehicle after visiting node i .

$$u_i - u_j + Q \cdot x_{ij} \leq Q - w_j, \forall i, j \in V \setminus \{0\}, i \neq j \quad (2.14)$$

$$w_i \leq u_i \leq Q, \forall i \in V \setminus \{0\} \quad (2.15)$$

It can easily be noticed that restrictions (2.14) and (2.15) represent the capacity and connection constraints of the CVRP. In fact, when $x_{ij} = 0$, equation (2.14) is redundant; otherwise, it imposes that $u_j \geq u_i + w_j$, so possible subtours are eliminated.

This formulation is useful when the cost of the solution depends on the arcs used. However, when the solution also depends on the sequence of visit, an alternative must be found.

2.7.2 Three-index formulation

The three-index formulation is useful when dealing with problems whose solution depends on the sequence of visiting nodes or on the kind of vehicle assigned to every route. This is because the formulation explicitly specifies the vehicle that visits every client by using three-indexes. However, as a counterpart, this formulation comprises much more variables since it has $O(Kn^2)$ binary variables with the form of x_{ij}^k that takes value 1 if the arc $(i, j) \in A$ is visited by vehicle k ; otherwise, it takes value 0. Moreover, it is needed to specify if the node i is visited by vehicle k , what is represented by the binary variable z_i^k . The variable takes a value of 1 if vehicle k visits node i , otherwise it is 0. Therefore, the number of variables is not just $O(Kn^2)$ but it is also needed to add $O(Kn)$ variables.

Hence, the problem is outlined as follows:

Objective function:

$$\min \sum_{i \in V} \sum_{j \in V} c_{ij} \cdot \sum_{k=1}^K x_{ij}^k \quad (2.16)$$

Subject to:

$$\sum_{k=1}^K z_i^k = 1, \forall i \in V \setminus \{0\} \quad (2.17)$$

$$\sum_{k=1}^K z_0^k = K \quad (2.18)$$

$$\sum_{j \in V} x_{ij}^k = \sum_{j \in V} x_{ji}^k = z_i^k, \forall i \in V \setminus \{0\}, \forall k = 1, \dots, K \quad (2.19)$$

$$\sum_{j \in V} w_j \cdot z_j^k \leq Q, \forall k = 1, \dots, K \quad (2.20)$$

$$\sum_{i \notin S} \sum_{j \in S} x_{ij}^k \geq z_h^k, \forall S \subseteq V \setminus \{0\}, h \in S, \forall k = 1, \dots, K \quad (2.21)$$

$$x_{ji}^k \in \{0,1\}, \forall i, j \in V, \forall k = 1, \dots, K \quad (2.22)$$

$$z_i^k \in \{0,1\}, \forall i \in V, \forall k = 1, \dots, K \quad (2.23)$$

Restrictions (2.17), (2.18) and (2.19) establish that every client must be visited just and only once by the vehicle that it has been assigned to it, that K vehicles leave the deposit and, finally that the same number of vehicles, that is to say one, arrives and departs from every node. Moreover, the set of constraints (2.20) represent the vehicle's capacity constraints. Finally, the set of constraints (2.22) represent the capacity-cut constraints and subtour elimination constraints.

Similarly, as two-index formulation, the set (2.21) can be described as (2.24) and (2.25) and (2.26).

$$\sum_{i \in S} \sum_{j \in V} x_{ji}^k \leq |S| - 1, \forall S \subseteq V \setminus \{0\}, |S| \geq 2, \forall k = 1, \dots, K \quad (2.24)$$

$$u_i^k - u_j^k + Q \cdot x_{ji}^k \leq Q - w_j, \forall i, j \in V \setminus \{0\}, i \neq j, \forall k = 1, \dots, K \quad (2.25)$$

$$w_i \leq u_i^k \leq Q, \forall i \in V \setminus \{0\}, \forall k = 1, \dots, K \quad (2.26)$$

When equations (2.25) and (2.26) are used it is already represented the capacity constraints, so the set (2.20) is no longer needed.

It is important to highlight again the large number of variables that this formulation uses. Therefore, if it is not explicitly needed, the formulation with two-indexes is usually more suitable.

2.8 Resolution method

Complexity theory has proved the difficulty in solving problems like VRP. Hence, in order to find a solution for VRP, there are mainly two strategies. On one hand, CVRP can be optimally solved by using exact methods although it may take long time or either find an approximate method or heuristic that will provide a fast although not optimal solution.

The first part of this section focuses on how to find the optimal solution for the CVRP whereas the second part focuses on heuristic methods.

2.8.1 Optimal Solution

One of the well-known methods to optimize large scale problems is the Branch and Bound algorithm.

The algorithm consists in dividing the search space into subspaces in a tree form, so called branching. Every subspace is evaluated so the lower and upper bounds are found, what is also called bounding. When the bounds are determined and it is proved that the subspace does not contain the optimal solution found so far, the subspace is ruled out, what is also called pruning. If the subspace contains the optimal solution found so far, the subspace is branched and bounded again, as an iterative procedure. Finally, when the difference between lower and upper bounds, called gap, is small enough it can be said that the optimal solution has been found.

Usually, the lower bound is estimated by solving a relaxed problem. Hence, some of the constraints of the problem are removed. Based on the constraints removed, the lower bound obtained is different. Consequently, the quality of the lower bound is essential to find in a faster way a solution for the problem raised. In this sense, there are several approaches

to improve the lower bounds. However, this dissertation will not focus on these techniques.

2.8.2 Heuristics

As it has previously been said, finding the optimal solution in large scale problems it is nothing but difficult. Hence, heuristics play an important role to provide quick and near-optimal solutions. It is important to note that heuristics can be considered a search procedure that iteratively generates and evaluates candidate solutions. Hence, how to effectively, intelligently and efficiently search for good solutions is the key to the success of a heuristic.^[34]

There are mainly three groups of heuristics: constructive heuristics, improvement heuristics and metaheuristics.^[25] The first group, constructive heuristics, build a solution that fulfills the problem constraints very fast. However, often the solution found is not very good. Hence, improvement heuristics draw from complete solution and apply techniques that modify it so a better solution it is found. The third type of heuristics are called metaheuristics and are a kind of more sophisticated heuristics with emphasis on performing a deep exploration of the most promising regions of the solution space.^[33] However, this dissertation will not focus on this kind of heuristic.

2.8.2.1 Route Construction

Route construction heuristics can be further divided into three classes: savings heuristics, insertion heuristics and two-phase heuristics.^[33] In this section it will be explained a saving heuristic and also a two-phase heuristic.

- Clark and Wright Algorithm

One of the most known savings heuristics for solving the CVRP is the algorithm developed by Clarke and Wright in 1964^[4] which assumes no restriction in the number of vehicles available. The algorithm starts with $(n - 1)$ routes, one for every client. Afterwards, it merges different routes so the savings obtained are the greatest ones, whenever it is possible for capacity constraints.

The steps that must be followed to apply the algorithm are the following:

1. Begin with an unfeasible solution in which every customer is supplied individually by a separate vehicle.
2. Combine any two of these single customer routes to use one less vehicle and reduce total cost. Combining i and j results in cost savings $s_{ij} = c_{i0} + c_{0j} - c_{ij}, \forall i, j = 1, \dots, n$
3. Select the arc (i, j) with maximum saving subject to the requirement that the combined routes is feasible (i.e. does not exceed vehicle capacity)
4. Repeat the process until the number of routes is reduced to $K = \lceil \sum_{j \in V} w_j / Q \rceil$, being Q the capacity of the vehicle and w_j the demand of node j .

Given that it is a heuristic, the solution obtained is not the optimal one. However, it uses the given time $O(n^2 \log(n))$ to solve the problem. Nevertheless, an intensive research has been made to improve the efficiency, effectiveness and accuracy of the savings heuristic.^[33]

It is important to highlight that the algorithm assumes no restriction in the number of vehicles available. However, if number of vehicles K is fixed, when reached this number, step 3 can be repeated although negative savings are found.

- Fisher and Jaikumar algorithm

One of the most known two-phase heuristics for solving the CVRP is the algorithm developed by Fisher and Jaikumar in 1981.^[17] Since it is a two-phase algorithm, the problem is decomposed into two steps:

1. Clustering of nodes into feasible routes
2. Actual route construction

Particularly this algorithm solves a Generalized Assignment Problem (GAP) to form the clusters and it assumes that the number of vehicles K is fixed.

The steps that must be followed to apply the algorithm are the following:

1. Choose randomly seed points j_k in V to initialize each cluster k .
2. Compute the cost d_{ik} of allocating each customer i to each cluster k

$$d_{ij_k} = \min\{c_{0i} + c_{ij_k} + c_{j_k0}, c_{0j_k} + c_{j_ki} + c_{j_k0}\} - (c_{0j_k} + c_{j_k0})$$

Being c_{ij} the cost of travelling from i to j .

3. Solve a GAP with costs d_{ik} , customer demands w_j and vehicle capacity Q .
4. Solve a TSP for each cluster corresponding to the GAP solution.

A great advantage of this method is that in step 1, the choice is random. Hence, every time that the algorithm is run, a different solution is obtained. Consequently, if it is executed enough times, solutions obtained can be quite good. In any case, the algorithm presents a big disadvantage since it needs to be solved a TSP, what is a NP-hard problem.

2.8.2.2 Improvement heuristics

When a solution is obtained by means of an heuristic method, some modifications can be applied in order to improve its quality. There are a lot of different improvement methods but they can be classified into two groups. On one hand, if just one route is modified at a time, the operator is called intra-route operator. On the other hand, when more than one route is modified at a time, operators are called inter-route operators.

One of the well-known operators was outlined by Lin in 1965,^[31] so called λ -opt (optimization) operator. It is an intra-route operator that removes λ edges from a route and reconnects the segments in a complete new way. However, for higher values of λ , higher computational time required. Hence, $\lambda = 2$ and 3 are the most used values.

Further details or inter-route operators or some other improvement heuristics can be found at [25].

Chapter 3: Firm and current distribution of products

3.1 Introduction

In this chapter, the focus relies on the firm insight and its current logistics to deliver products in Shanghai. Hence, the chapter starts with some information of the company and its market. Moreover, the chapter focuses in the current distribution, its warehouse and its operation.

3.2 Family Mart company

Family mart is a convenience store franchise chain launched on 1981 in Japan. During the first years, the company focused on consolidate its business in Japan and afterwards, in 1988 it started to expand to Taiwan. Thereafter, the company expanded to many more countries: Thailand (1992), China (2004), Vietnam (2011). Indonesia (2012) Philippines (2013) and Malaysia (2016). Hence, Nowadays, there are 24243 stores worldwide in Japan, Taiwan, China, Philippines, Thailand, Vietnam, Indonesia and Malaysia.^[9]

Regarding China, Family Mart brand officially entered the Chinese market in 2004 in Shanghai and began the business in mainland China. However, currently it is already established in Shanghai, Guangzhou, Suzhou, Hangzhou, Chengdu, Wuxi, Shenzhen, Beijing, Dongguan and Jiaxing.^[26]

Family mart stores are small franchises that mainly offer goods such basic grocery, take away food, drinks, bento, magazines and drugstore products. Approximately, every Family Mart has 400 different Stock Keeping Units (SKU). It is interesting to note that Family Mart has its own white label brand.



Figure 3.1. Family Mart store.

There are several aspects that assure its success. First of all, there are a lot of Family Mart stores. Approximately, one store covers 3000 people. Hence, usually one can reach a store in less than 10 minutes walking. Moreover, opening hours are very convenient so in case of an urgency, there is always a Family Mart nearby. Furthermore, although it is not a big supermarket, it always meets the basic needs of customers since one can find the basic and essential products. Finally, there are also service facilities such ATM or phone recharge that makes Family Mart stores differ from other supermarkets.



Figure 3.2. Type of products sold in a Family Mart store.

In order to deal with the distribution to Family Mart stores, there are three main sites: the management center, Pudong Logistic Warehouse and Fengxian Logistic Warehouse. Both warehouses are supplying products to Family Mart stores. In fact, Pudong warehouse distributes products to 464 Family Mart stores while Fengxian warehouse distributes products to 610 stores. However, their distribution range is different. In this dissertation, just Pudong Logistic Warehouse is considered, so Fengxian warehouse is out of the scope.

Pudong warehouse is distributing products to three different areas in Shanghai: Hongkou, Huangpu and Pudong. It supplies products to 60 stores in Hongkou, 93 stores in Hangpu and 311 stores in Pudong. The total number of stores increased in few time from 315 to 464 stores, with a peak supplying amount of 14 million.^[7]

Pudong Logistic Warehouse is, at the same time, dealing with three more types of products from NSK, Unicharm and Shiseido. NSK is a world's leading manufacturers of bearings, linear technology and steering systems.^[35] Moreover, Unicharm is a Japanese company that manufactures disposable hygiene products, household cleaning products, specializing in the manufacture of diapers for both babies and adult incontinence, feminine hygiene products and pet care products.^[13] Finally, Shiseido offers products in brightening and anti-aging skincare, makeup and fragrance.^[38] However, the three business are out of the scope of the dissertation.

3.3 Pudong Logistic Warehouse

Pudong Logistic Warehouse, launched on the 27th of April 2016 is located in Longdong Avenue 3569 in Pudong New Area, Shanghai. There are 2,542m² dedicated to the whole operation. More specifically, 1289m² dedicated to refrigerated products and 693m² to frozen products as seen in Figure 3.3. Since the two kinds of products need different storage characteristics, two areas are confined areas. The area dedicated to frozen products is at -19°C.

Pudong Logistic Warehouse is run by one business manager and 2 on-site supervisors. The business manager is responsible for 3 people and on-site supervisors are responsible for 37 other people, most of them doing sorting activities. However, out of the 43 workers, 35 workers are outsourced, most of them, doing the on-site operations.

Furthermore, there are a lot of quality standards that need to be satisfied. In order to ensure high quality in the operation of the warehouse, several actions such KPI and regular meetings are carried out.

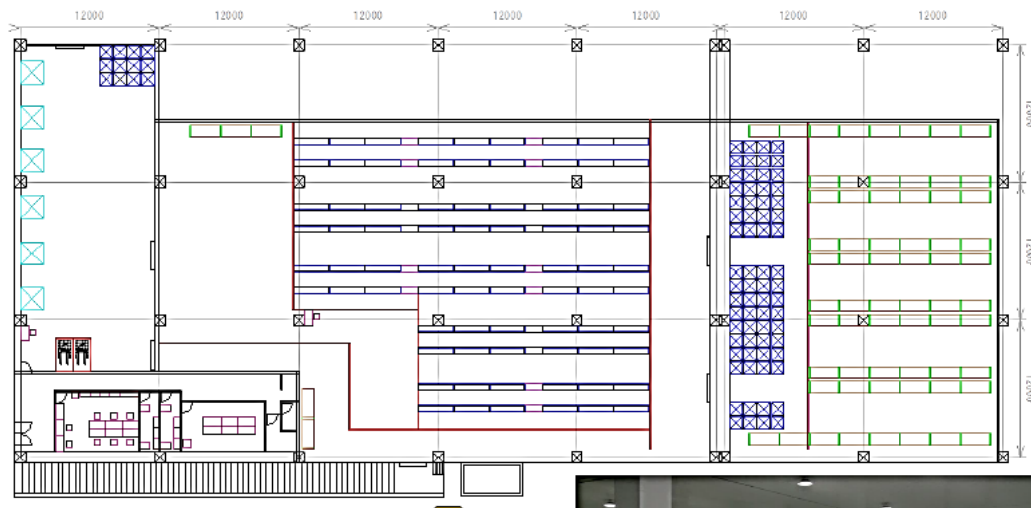


Figure 3.3 Layout of Pudong Logistic Warehouse.

3.4 Warehouse operation

As explained, the warehouse is responsible of all the operations of receiving the products, sorting and delivering them to the 464 Family Mart stores. Consequently, the warehouse receives products in a daily basis from 50 different suppliers. For that, 12 trucks arrive per day to deliver frozen products to the warehouse and 34 other trucks arrive for delivering refrigerated products. Every day the warehouse receives 250.000 frozen units and 160.000 refrigerated units. The greatest proportion of frozen products are received in the morning. Regarding refrigerated products, the last ones are received before 4pm. However, the peak hours of receiving products is between 11 and 12am.



Figure 3.4 Unloading frozen products.

Hitachi company is responsible to deliver an average volume of 900 pieces per day to each store. Consequently, the warehouse deals with an average monthly volume of 11.500.000 pieces per month. However, the processes and operations regarding refrigerated and frozen products are different.



Figure 3.5 Sorting activities in Pudong Logistic Warehouse

When refrigerated products arrive to the warehouse, they are inspected and, on the same day, they are sorted and ready to be shipped by 2T or 3T trucks. Therefore, there is no storage of the products because everything happens in 24h. It is important to note that every truck can carry 200 blue plastic boxes, the ones that can be seen in Figure 3.6.



Figure 3.6 Plastic boxes used to deliver refrigerated products to Family Mart stores.

On the other hand, when frozen products arrive to the warehouse, they are inspected and stored. Depending on the products they are going to spend more or less time stored. However, they spend at most 2 weeks in the warehouse. Afterwards, products are sorted and ready to be shipped also by 2T or 3T trucks to the 464 stores in Shanghai. Consequently, every Family Mart store receives one deliverable of refrigerated and another one for frozen products.

Since there is storage of frozen products but not of refrigerated products, there are 486 locations for frozen products and 40 locations for refrigerated products.

The shipment of frozen products is flexible. However, the shipment of refrigerated products takes place between 4pm and 9.30pm. Every day there are 5 batches to different destinies, so approximately, at every departure, 10 trucks depart to different directions. The fleet of trucks is 2T or 3T trucks, since heavier trucks are not allowed to run in the city. Moreover, there are approximately between 50 to 55 vehicles used to distribute refrigerated products.

Chapter 4: Problem definition

4.1 Introduction

In this chapter, the problem to be solved and its main features is outlined. Hence, the chapter starts with the description of the problem and the assumptions and hypothesis taken. Moreover, the chapter presents the data that has been provided in order to solve the problem and its treatment.

4.2 Problem description

The problem that needs to be solve regards the distribution of refrigerated products to more than 450 Family Mart stores. As it has previously been said, Family Mart is not responsible of the distribution of its products in Shanghai but the service is outsourced to Hitachi Transport Systems S.L. Hitachi company uses a warehouse located in the south-east side of Shanghai, Pudong Logistic Warehouse, as the base of their performance.

Although the warehouse is responsible for distributing refrigerated and frozen products to the stores, both distributions processes are isolated since the service that needs to be provided is quite different. Hence, this dissertation only assesses the distribution of refrigerated products, frozen products are out of the scope.

In order to operate the distribution of refrigerated products to all Family Mart stores, Hitachi company owns a fleet of trucks of 2T or 3T with specific features in order to transport refrigerated products. When all the operations in the warehouse are done and the trucks are filled with boxes full of products, trucks leave the warehouse to visit a set of Family Mart stores.

It is important to note that Hitachi Transport Systems performs all the stages of the distribution, starting from the definition of its routes to the distribution itself. In order to define the routings of the fleet of vehicles based on the demand of every Family Mart store, Hitachi uses a Transport Management System (TMS) software capable to solve complex

systems. However, it is interesting to understand what is in the black box of these kind of software so the problem could also be solved without its use.

Based on this idea, the problem raised in this dissertation is to find a mathematical formulation to model the distribution of refrigerated products from the warehouse to the more than 450 Family Mart stores. Hence, the problem is not just proposing a mathematical formulation but also implementing it, so a good routing distribution can be given.

Since the problem is to find the optimal or near optimal routes to deliver a given demand to a set of customers with the minimum cost, the problem can be understood as a Vehicle Routing Problem with some constraints. However, Hitachi's vehicles fleet are homogeneous and have a limited capacity. Hence, capacity constraints must be taken into account, so a Capacitated Vehicle Routing Problem must be solved. Moreover, Hitachi first establishes the routes and then it notifies to every shop the expected arrival time. However, in this dissertation, the importance of having schedule is also considered. Hence, the effect of a fixed arrival time or between a given time window is also addressed. Consequently, instead of a Capacitated Vehicle Routing Problem, it can be stated that the problem raised is a Time Window constrained Capacitated Vehicle Routing Problem.

In the following section there is a brief description of the hypothesis and assumptions taken in order to outline the scope and better define the problem explained.

4.3 Hypothesis and assumptions

Minimizing the transportation cost is one of the essential elements of the problem. Hence, the features that characterize the cost must be clearly outlined. The cost is defined by units of time, that is to say, minutes. On one hand, there is a variable cost that depends on the amount of time the vehicle is used, the amount of time needed to overcome all routing distance. On the other hand, there is a fixed cost per vehicle used. Consequently, if more vehicles are used, a higher total cost results. This fact will force the model to put more clients in a same route so a vehicle is not visiting just few stores. It is important to note that the resulting units in time will not be the amount of time needed to supply all the demand, it will be just a unit of measurement.

Moreover, as noted before, the fleet used to operate the distribution is a fleet of 2T and 3T trucks thermally isolated, so suitable to transport refrigerated products. However, it is assumed a homogeneous fleet of trucks with 200 blue plastic boxes per truck of capacity. Moreover, the garage for the fleet is located in the same warehouse, so all vehicles start and finish the routes at the same place, the depot.

In every Family Mart store, the vehicle delivers some boxes full of products and picks up empty boxes. The number of boxes delivered depends on the demand of every store. However, the number of boxes that the vehicle picks up is the same number of boxes that it delivers. Consequently, it can be stated that at every shop there is an exchange of full and empty boxes. In any case, since the delivering boxes have a fix volume, as seen in Figure 3.6, the volume of the truck occupied is the same during the whole route.

This fact implies that the problem can be understood as delivering boxes full of products or picking up empty boxes. Nevertheless, the result must be the same. For modelling purposes, it has been assumed the second option, that is to say, the vehicle goes store by store picking up empty boxes. Consequently, the amount of boxes collected at the first instant, in the depot, is zero and, therefore, it is assumed that the vehicle leaves the warehouse empty. The vehicle goes collecting empty boxes, or what is the same, delivering full boxes when visiting stores. Consequently, the load of the vehicle starts at zero in the depot and it increases when visiting stores. However, in any case, the load of the vehicle must be lower than vehicle's capacity.

Furthermore, every Family Mart has a different daily demand that needs to be satisfied so that all stores must be visited daily. Moreover, it is assumed that the demand is required at a specific time. However, given that in the real world it is very difficult to fulfill fixed time requirements, it is usual to establish a time window, that is to say, a period when the demand can be supplied.

Time window can be expressed as $[a, b]$ so that a vehicle must arrive before b . Moreover, it can arrive before a but the customer will not be served before a . Consequently, the service time is between a and b . For modelling purposes, if a node i requires the demand at time d_i , the time window considered is $[d_i - D, d_i + D]$, being D a parameter established for every instance solved.

Moreover, it is important to highlight that the service time at every Family Mart store has been considered negligible. Consequently, the moment a vehicle arrives to a node to deliver products is the same as the vehicle departs from it. This assumption has a small impact on the results when the time plays an important role. Otherwise, when there are no restrictions regarding time, this assumption is redundant.

Last but not least, note that in this dissertation words routes and vehicles are used indistinctively.

4.4 Data provided

In order to properly understand the problem and its features, some data must be collected. After visiting Hitachi's warehouse, some data was provided.

First of all, they provided a list the 467 stores the warehouse is supplying products to. Every store was identified with a number and a name. For instance, if a store is located in the street 博山路 (Bó shān road), the name of the store is 博山路店, that is to say, Bó shān road shop. This information is essential in order to locate the stores. However, as explained in Chapter 2: , what is exactly needed are the distances or travel times between stores. Consequently, the data needed to be treated in order to be useful. The treatment of the data is described in 4.5.2

Moreover, Hitachi also provided two existing routing. For every routing they provided the number of vehicles used, the stores visited by every vehicle and also the sequence of the stores visited. In the first route, 33 vehicles where used while in the second route just 25 where used in order to supply all the demand.

As previously noted in Section 3.4 first establishes the routes and then it notifies to every shop the expected arrival time. Consequently, given the routes and knowing where are the stores located, the schedule defined is not very relevant.

Finally, an important fact is the demand of every store. Since it is confidential data, the demand was not provided. However, given the information explained in the warehouse

visit, described in Chapter 3: , an approximated average demand could be extracted.

4.5 Data treatment

As introduced in the previous section the data provided is not exactly the data needed. Consequently, some data treatment is necessary. The data needed to develop the model is further explained in Section 5.2.1 . However, it can already be stressed that the distances or travel time between stores is essential for any formulation or heuristic method.

Based on the store's name, the first step that must be done is to find the location. Afterwards, when all locations are found, the distances between stores can be calculated. The procedure followed in order to obtain the location of all Family Mart stores is developed in Section 4.5.1. Section 4.5.2 outlines the second step of the data treatment, building the distance and travel time matrix.

4.5.1 Locations

It is essential to determine the location of every Family Mart store. Given the large amount of Family Mart stores in Shanghai, a methodic process was needed.

Before getting closer to the procedure, it is important to note that one of the biggest obstacle to overcome in this phase was the language. As expected, all the names of the stores and consequently their locations are written in Chinese. However, having to work with data incapable to understand, it makes one be, besides a slave of the translator, less productive.

In any case, they provided a list the 467 stores with a number and a name. The name represents the street where the store is located. In the case there are more than one shop in the same street, the stores are numbered such 赤峰路站店 and 赤峰路站二店.

The first step of the process consisted on searching in the Family Mart website.^[16] There is a section in the website devoted to search Family Mart stores. Consequently, the first step consisted in introducing the name provided in the searching tool and, in case the store was found, draw its location. After searching 467 stores, just 347 locations were found.

However, before moving to the second step, the stores were located in a map using *mymaps* application from google maps. This first step is very important since, once some stores are placed in a map, the problem begins to take shape.

Since 120 still needed to be situated, further steps were needed. It could happen that it existed a Family Mart store but the provided was not exactly the one used in the website. Consequently, the second step consisted in searching, one by one, the street of the shop in the map of Family Mart website and compare it with the map resulting of step one. In the case a store is located in the street but it has not been considered in step one, the direction of the store was collected in the addresses list and the store was also added in the map. Moreover, it is important to say that in the case the street is very short, that is to say, shorter than one kilometer, an approximated location is used. After applying the step for the 120 stores that were still missing, 50 store locations were found. Consequently, just 70 more locations needed to be found. Needless to say, when a new store location is found, the map is updated so it is always up to date.

The third step of the process is similar to step one but using another searching tool. This time, instead of using Family Mart store, Gaode map^[1] is used. The name provided is introduced to the searching tool so that the location of some stores is obtained. In fact, out of the 70 missing stores, 35 new locations could be placed in the map.

The fourth and final step of the process is similar to the second step but using Gaode map. The whole city is examined, neighborhood by neighborhood, comparing the stores in Gaode map and the stores already located. In case it is found a store that has not been located yet, its locations is compared with the street names of the stores missing. If the street is located in the area, the store is added in the scope of the project and the map is updated. After this step, 18 new locations were found so just 17 locations were missing.

Hence, after the whole process, 450 Family Mart stores were located. The stores observed in Figure 4.1 are the stores that conform the scope of the dissertation

It is important to note that sometimes there is more than one store located in the same place. For instance, in Pudong International Airport, there are more than 2 Family Mart stores. There are 17 locations with 2 stores, two locations with 3 stores and 1 location with

4 Family Mart stores. This fact cannot be appreciated in the map of Figure 4.1 since dots overlap.

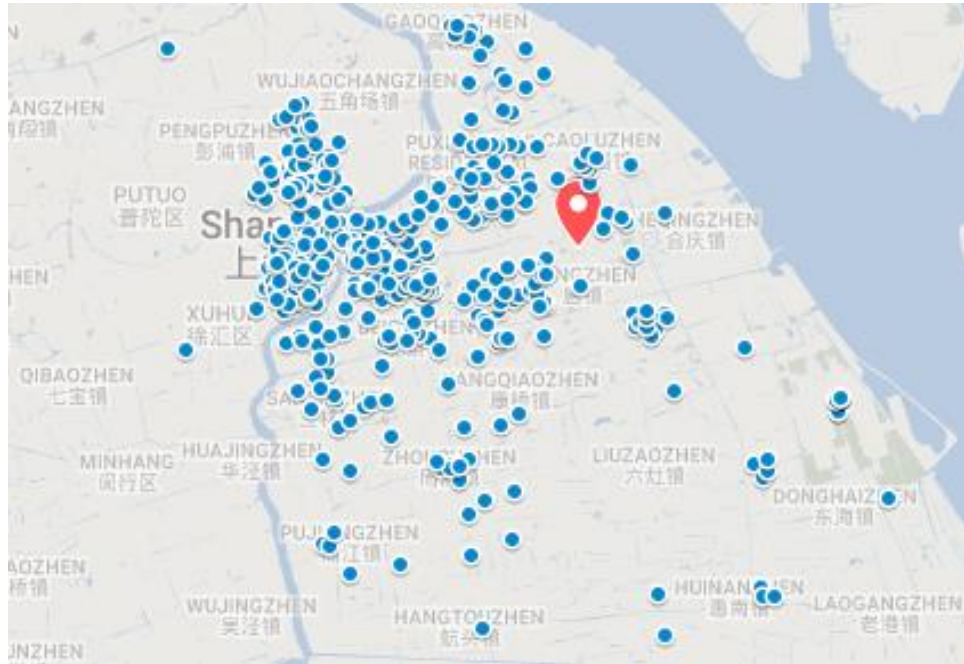


Figure 4.1 Map of the 450 stores considered. The red point is Pudong Logistic Warehouse

4.5.2 Travel time and distance matrix

Once all the stores are located, it is time to build the distance and travel time matrix. If the amount of distances and time needed would not be really large, google maps site could be used in order to find one by one all the times and distances. However, given that 450 stores are considered, this method is completely unfeasible. In fact, when the depot is considered, the distance and time matrixes' size are $451 \cdot 451$, so 203401 elements are needed to be found for every matrix.

Some research was done and a possible method to obtain all the values is by means of Google Maps Geo-Location APIs. A lot of business make use of some of Google APIs for the wide range of services available. Google API's is a set of application programming interfaces (APIs) developed by Google which allow communication with Google Services and their integration to other services such Google Maps.^[10] One of the services that it is offered is the Distance matrix API, which allows to plan distances between points with up-to-date data and estimated real time traffic. Hence, deliver travel time and distances

for one or more locations, exactly what was needed for the project.

In order to use the API, the first step is to understand its performance. With a short code, google API provides a response with detailed information regarding distance and time. An example of the response can be seen in Figure 4.2, where the distance and travel time between Vancouver and San Francisco is found.

```
<?xml version="1.0" encoding="UTF-8"?>
<DistanceMatrixResponse>
  <status>OK</status>
  <origin_address>Vancouver, BC, Canada</origin_address>
  <destination_address>San Francisco, CA, USA</destination_address>
  <row>
    <element>
      <status>OK</status>
      <duration>
        <value>53778</value>
        <text>14 hours 56 mins</text>
      </duration>
      <distance>
        <value>1528699</value>
        <text>1,529 km</text>
      </distance>
    </element>
  </row>
</DistanceMatrixResponse>
```

Figure 4.2 Example of the Google API response.

Consequently, if the origin and destination could be generalized as a variable, the process could be automatized. In order to do so, an excel file can be linked to the API using the excel option *obtain data from external sources*. Hence, this option has been used in order to link excel with google map API. Moreover, the code is modified so instead of a single origin and destination, it could be a variable. The variable takes the values of some columns of the excel so the code is run with different origins and destinations. Finally, the code can also be modified so the results are delivered in the excel with the units desired.

An example of the excel file input and output can be seen in Figure 4.3 and Figure 4.4, where the distance between origins and destinations is expressed in kilometers and the time expressed in hour format.

Start_Address	Start_City	Start_State	Start_Country	End_Address	End_City	End_State	End_Country
浦电路337号	Shanghai	Shanghai	China	芳华路511号	Shanghai	Shanghai	China
东方路912号	Shanghai	Shanghai	China	莲溪路508号	Shanghai	Shanghai	China
张杨路1041号	Shanghai	Shanghai	China	五星路364号	Shanghai	Shanghai	China
张杨路2057号	Shanghai	Shanghai	China	莲园路路190号	Shanghai	Shanghai	China

Figure 4.3 Example of the input of the calculation file.

Start Adress	Start City	Start State	Start Country	End Adress	End City	End State	End Country	Distance (Km)	Time (hh:mm:ss)
浦电路337号	Shanghai	Shanghai	China	芳华路511号	Shanghai	Shanghai	China	7.086	0:14:55
东方路912号	Shanghai	Shanghai	China	莲溪路508号	Shanghai	Shanghai	China	8.29	0:18:45
张杨路1041号	Shanghai	Shanghai	China	五星路364号	Shanghai	Shanghai	China	12.134	0:18:50
张杨路2057号	Shanghai	Shanghai	China	莲园路路190号	Shanghai	Shanghai	China	10.083	0:15:19

Figure 4.4 Example of the output of the calculation n file

By this method, all the travel times and distances between the stores can be found. However, there is also some disadvantages.

The first drawback comes from the fact of being located in China. In order to access any Google service, every user must make use of a VPN. Moreover, Google APIs is a private service offered by Google, so it is not free. Overall cost of building the travel time and distance matrixes is 185.17€ (approximately 1390 RMB). However, a free trial with a budget of 254.91€ (approximately 1900 RMB) was provided. Consequently, the service was free. Furthermore, given the large scale of the travel time and distance matrixes, a lot of requests were needed. In fact, 478479 requests were made in order to set the tool and finally get all the results.

Moreover, although this method is much more efficient than looking one by one every distance and time, it is still time consuming given the great number of requests. Besides, with the basic billing plan, just 100000 requests per day can be obtained, hence at least 5 days are needed to properly build both matrixes.

Once the matrixes are obtained, it must be checked that they are consistent with the locations. Consequently, just zero values must be found in the diagonal and those stores with the same location. Moreover, higher values are expected to be found for those stores location far away from each other. Given the large size of the matrix, the checking step is also time-consuming.

Finally, travel time and distance matrixes are obtained and ready to be used for the implementation of the model.

Chapter 5: Mathematical formulation

5.1 Introduction

In this chapter, two different mathematical formulation are presented. Both formulations would lead to find the optimal solution for the problem raised. However, there are important differences between them. The greatest difference is that a three-index formulation specifies the route that every vehicle will follow. On the other hand, a two-index formulation it does not explicitly establish the route that every vehicle will follow to deliver goods in Family Mart stores. Once both mathematical formulations are described and explained, a comparative analysis closes the section.

5.2 Three-index formulation

In this section, the mathematical problem to optimize is outlined. It is based on a directed graph $G = (V, A)$ composed by a set of nodes $V = \{V_0, V_1, \dots, V_m\}$ and arcs $A = \{(i, j) / i, j \in V, i \neq j\}$. It is important to note that V_0 stands for the depot.

5.2.1 Data

The data needed to model the problem described is the following:

- d_i Instant when the demand at node i needs to be satisfied, $d_i \in \mathbb{R}^+, \forall i \in V \setminus \{V_0\}$
- p_i Units of boxes to be delivered at node i , $p_i \in \mathbb{Z}, \forall i \in V \setminus \{V_0\}$
- t_{ij} Time to overcome the arc (i, j) , $t_{ij} \in \mathbb{R}^+, \forall (i, j) \in A$
- K Number of vehicles available, $K \in \mathbb{Z}^+$
- w Time windows to deliver the products, $w \in \mathbb{R}^+$
- Q Capacity of the vehicle, $Q \in \mathbb{Z}^+$
- C Cost of using one vehicle [min]

5.2.2 Variables

The variables used in the model are the following:

z_i^k	Binary, $\{0,1\}$	0, vehicle k is not assigned to node i 1, vehicle k is assigned to node i	$\forall i \in V \setminus \{V_0\}, \forall k \in K$
x_{ij}^k	Binary, $\{0,1\}$	0, vehicle k does not use arc (i, j) 1, vehicle k uses arc (i, j)	$\forall (i, j) \in A, \forall k \in K$
t_i^k	$t_i^k \geq 0$, Float	Instant when vehicle k arrives to node i	$\forall i \in V \setminus \{V_0\}, \forall k \in K$
q_i^k	$q_i^k \geq 0$, Integer	Load of the vehicle k when it leaves node i	$\forall i \in V \setminus \{V_0\}, \forall k \in K$

5.2.3 Objective function

As it has previously been said, the aim of the problem is to minimize the transportation cost meant for satisfying the needs of every Family Mart Store, that is to say, deliver all the products each store demanded. The transportation cost is defined by the time needed to overcome the distance of overall routes and the amount of vehicles used, as it can be seen in equation (5.1).

$$[min] \sum_{(i,j) \in A} \sum_{k \in K} t_{ij} \cdot x_{ij}^k + \sum_{j \in V \setminus \{V_0\}} \sum_{k \in K} C \cdot x_{0j}^k \quad (5.1)$$

5.2.4 Restrictions

Any solution must fulfill following restrictions:

$$\sum_{k \in K} z_i^k = 1, \forall i \in V \setminus \{V_0\} \quad (5.2)$$

$$z_1^k = 1, \forall k \in K \quad (5.3)$$

$$\sum_{j \in V \setminus \{V_0\}} x_{ij}^k = z_j^k, \forall i \in V \setminus \{V_0\}, \forall k \in K \quad (5.4)$$

$$\sum_{\forall j \in V \setminus \{V_0\}} x_{ij}^k = z_i^k, \forall i \in V \setminus \{V_0\}, \forall k \in K \quad (5.5)$$

$$\sum_{\forall j \in V \setminus \{V_0\}} x_{j0}^k = 1, \forall k \in K \quad (5.6)$$

$$\sum_{\forall j \in V \setminus \{V_0\}} x_{0j}^k = 1, \forall k \in K \quad (5.7)$$

$$\sum_{\forall i \in V \setminus \{V_0\}} p_i \cdot z_i^k \leq Q, \forall k \in K \quad (5.8)$$

$$M_1(1 - x_{ij}^k) \geq q_i^k - q_j^k + p_j \cdot z_j^k, \forall i \in V, \forall j \in V \setminus \{V_0\}, \forall k \in K \quad (5.9)$$

$$q_i^k \leq Q \cdot z_i^k, \forall i \in V \setminus \{V_0\}, \forall k \in K \quad (5.10)$$

$$q_i^k \geq 0 \cdot z_i^k, \forall i \in V \setminus \{V_0\}, \forall k \in K \quad (5.11)$$

$$q_0^k = 0, \forall k \in K \quad (5.12)$$

$$M_2(1 - x_{ij}^k) \geq t_i^k + t_{ij} \cdot z_j^k - t_j^k, \forall i \in V, \forall j \in V \setminus \{V_0\}, \forall k \in K \quad (5.13)$$

$$t_i^k \leq (d_i + w) \cdot z_i^k, \forall i \in V \setminus \{V_0\}, \forall k \in K \quad (5.14)$$

$$t_i^k \geq (d_i - w) \cdot z_i^k, \forall i \in V \setminus \{V_0\}, \forall k \in K \quad (5.15)$$

$$t_0^k = 0, \forall k \in K \quad (5.16)$$

$$t_i^k \geq 0, \forall i \in V \setminus \{V_0\}, \forall k \in K \quad (5.17)$$

5.2.5 Explanation of restrictions

The sets of restrictions mathematically presented mainly regard to node connection, parity and temporal and load aspects. Moreover, it is needed to highlight the specific treatment of the depot and the definition of the variables.

More precisely, the explanation of every set of restrictions is the following:

- 5.2 Every node, except the warehouse, must be just assigned to one vehicle or route.
- 5.3 Every vehicle visits the warehouse just and only once.
- 5.4 Every vehicle is allowed to arrive to a node (excluding the warehouse) only if the specific node has been assigned to the regarded vehicle.
- 5.5 Every vehicle is allowed to depart from a node (excluding the warehouse) only if the specific node has been assigned to the regarded vehicle.
- 5.6 Every vehicle arrives to the warehouse just and only once.
- 5.7 Every vehicle departs from the warehouse just and only once.
- 5.8 Every vehicle must have enough capacity to satisfy all the demand of the nodes assigned to its route.
- 5.9 It may exist load consistency between two nodes visited consecutively. If vehicle k uses arc (i, j) , the load of the vehicle departing from j is related to the load when departing from node i and the amount of load supplied at node j . The equation becomes redundant if the arc (i, j) is not used.
- 5.10 The load of a vehicle departing from every assigned node can never exceed the vehicle's capacity.
- 5.11 The load of the vehicle departing from every assigned node can never be negative
- 5.12 Every vehicle leaves the warehouse empty (assumption explained in Section 4.3)
- 5.13 It may exist time consistency between two nodes visited consecutively. If vehicle k uses arc (i, j) , the instant the vehicle k departs from node i must be

related with the travel time and the instant vehicle k arrives at node j . The equation becomes redundant if the arc (i, j) is not used.

- 5.14 Every vehicle needs to satisfy the demand of the assigned nodes before the given time window finishes.
- 5.15 Every vehicle can satisfy the demand of the assigned nodes before the requested time. The earliest, the time window given.
- 5.16 Every vehicle departs from the warehouse at instant 0.
- 5.17 Non-negativity of delivery time variable

5.2.5.1 Subtour elimination constraints

Usually, in a Vehicle Routing Problem, as explained in Chapter 2: , it is necessary to add a condition regarding subtour elimination. However, when dealing with a TWVRP, the set of temporal constraints represent, at the same time, the set of restrictions for subtour elimination. This fact is caused because the instant the vehicle arrives to a node is determined. Consequently, it cannot be visited again, it is not possible to travel back in time.

5.3 Two-index formulation

In this section it is outlined a two-index alternative to solve the problem raised. Since the aim is to solve the same problem, its features remain the same. Consequently, the problem statement and the data set remains constant. However, given that different variables are used, the objective function and restrictions do change.

5.3.2 Variables

The variables used in the model are the following:

y_{ij}	Binary, $\{0,1\}$	0, arc (i, j) is not used 1, arc (i, j) is used	$\forall (i, j) \in A$
l_i	$l_i \geq 0$, float	Load of the vehicle leaving node i	$\forall i \in V$
t_i	$t_i \geq 0$, float	Instant when the vehicle arrives to node i	$\forall i \in V$

5.3.3 Objective function

As expected, the concept of the objective function remains the same: minimize the transportation cost meant for satisfying the needs of every Family Mart Store, that is to say, deliver all the products each store demanded. The transportation cost is again defined by the time needed to overcome the distance of overall routes, as it can be seen in equation (5.18).

$$[min] \sum_{(i,j) \in A} t_{ij} \cdot y_{ij} + \sum_{j \in V \setminus \{V_0\}} C \cdot y_{0j} \quad (5.18)$$

5.3.4 Restrictions

Any solution must fulfill following restrictions:

$$\sum_{j \in V} y_{ij} = 1, \forall i \in V \setminus \{V_0\} \quad (5.19)$$

$$\sum_{j \in V | i \neq j} y_{ji} = \sum_{j \in V | i \neq j} y_{ij}, \forall i \in V \setminus \{V_0\} \quad (5.20)$$

$$\sum_{j \in V \setminus \{V_0\}} y_{0j} \leq |K| \quad (5.21)$$

$$l_j \geq l_i + p_j - M_2(1 - y_{ij}), \forall i \in V, \forall j \in V \setminus \{V_0\} \quad (5.22)$$

$$l_j \leq l_i + p_j + M_2(1 - y_{ij}), \forall i \in V, \forall j \in V \setminus \{V_0\} \quad (5.23)$$

$$l_i \leq Q, \forall i \in V \quad (5.24)$$

$$l_0 = 0 \quad (5.25)$$

$$t_j \geq t_i + t_{ij} - M_1(1 - y_{ij}), \forall i \in V, \forall j \in V \setminus \{V_0\} \quad (5.26)$$

$$t_i \leq d_i + w, \forall i \in V \setminus \{V_0\} \quad (5.27)$$

$$t_i \geq d_i - w, \forall i \in V \setminus \{V_0\} \quad (5.28)$$

$$t_0 = 0 \quad (5.29)$$

5.3.5 Explanation of restrictions

Again, the sets of restrictions regard to node connection, parity and temporal and load aspects. More precisely, the explanation of every set of restrictions is the following:

- 5.19 Every node (except of the warehouse) is visited just and only once.
- 5.20 If there is an arc used to arrive to a node (except of the warehouse) there will also be an arc used to depart from it.
- 5.21 The amount of arcs that depart from the warehouse must be, at most, the amount of vehicles that can be used to supply all the demand.
- 5.22 It may exist load consistency between two nodes visited consecutively. If arc (i, j) is used, the load of the vehicle departing from j is related to the load when departing from node i and the amount of load supplied at node j . The equation becomes redundant if arc (i, j) is not used.
- 5.23 It may exist load consistency between two nodes visited consecutively. If arc (i, j) is used, the load of the vehicle departing from j is related to the load when departing from node i and the amount of load supplied at node j . The equation becomes redundant if arc (i, j) is not used. This second constraint is necessary, along with equation (5.22), so the variable l_j is exactly the addition of l_i and p_j , if arc (i, j) is used.
- 5.24 The load of any vehicle departing from any node can never exceed vehicle's capacity.

- 5.25 Every vehicle leaves the warehouse empty (assumption explained in Chapter 4:)
- 5.26 It may exist time consistency between two nodes visited consecutively. If arc (i, j) is used, the instant the vehicle departs from node i must be related with the travel time and the instant the vehicle arrives at node j . The equation becomes redundant if the edge is not used.
- 5.27 The demand of any node (except of the warehouse) must be satisfied before the given time window finishes.
- 5.28 The demand of any node (except of the warehouse) can be satisfied before the requested time. The earliest, the time window given.
- 5.29 Every vehicle departs from the warehouse at instant 0.

5.2.5.1 Subtour elimination constraints

As commented before, it is important to highlight that usually, when working with two-index formulations, the set of restrictions regarding subtour elimination constraint is no longer needed. This fact is given by the load set of restrictions. In the case that the vehicle is collecting products, at some point, the vehicle will be full. Hence, since the demand of the warehouse is established as zero, restrictions will force the vehicle to come back to the depot. Consequently, all the routes will finish at the warehouse so no subtour will be created. In any case, as noted before, the set of temporal restrictions prevent, at the same time, the creation of subtour.

5.4 Comparative assessment

In this section it can be found a brief assessment of the alternatives presented.

At first glance it could seem that both formulations are quite similar since both have more or less the same number of restriction sets. Furthermore, both are based on the loads when departing from the nodes.

However, when looking at them more carefully, it can be stated that there is a feature

than clearly distinguish them. As noted, three-index formulation is based on specifying the route that every vehicle follows. Consequently, every set of variables and restrictions consider variable k , that is to say, what defines every route. On the other hand, two-index formulation does not explicitly specify the route, so overall set of variables and restrictions is much smaller. However, everything has its counterpart and, in this case, once the solution is obtained, some data treatment is needed to define the resulting routes.

It is important to highlight that the difference is determined by the variable k . Consequently, as more vehicles are considered, the difference between using one or another alternative will be more noticeable.

Regarding the number of variables used, it can be seen in Table 5.1 and Table 5.2 that the order of magnitude of the number of variables in three-index formulation is kn^2 while in two-index formulation is just n^2 . Consequently, a larger number of routes considered implies a greater difference between both formulations.

Variable set	Variable type	Number of variables
$z_i^k, \forall i \in V \setminus \{V_0\}, \forall k \in K$	Binary	$k(n-1)$
$x_{ij}^k, \forall (i,j) \in A, \forall k \in K$	Binay	$k(n^2 - n)$
$t_i^k, \forall i \in V \setminus \{V_0\}, \forall k \in K$	Float	$k(n-1)$
$q_i^k, \forall i \in V \setminus \{V_0\}, \forall k \in K$	Float	$k(n-1)$
TOTAL		$kn^2 + 2kn - 3k \sim kn^2$

Table 5.1 Variables of three-index formulation.

Variable set	Variable type	Number of variables
$y_{ij}, \forall (i,j) \in A$	Binary	$(n^2 - n)$
$l_i, \forall i \in V$	Float	n
$t_i, \forall i \in V$	Float	n
TOTAL		$n^2 + n \sim n^2$

Table 5.2 Variables of two-index formulation.

Furthermore, regarding the number of restrictions to fulfil, it can be seen in Table 5.3 and Table 5.4 that the order of magnitude of the number of restrictions in three-index formulation is $2kn^2$ while in two-index formulation is just $2n^2$. Consequently, again, a larger number of routes considered implies a greater difference between the amount of restrictions used.

In Table 5.5, it can be seen a summary of the order of magnitude of the number of variables and restrictions used in every formulation.

Restriction set	Number of restrictions
5.2	$n - 1$
5.3	k
5.4	$k(n - 1)$
5.5	$k(n - 1)$
5.6	k
5.7	k
5.8	k
5.9	$k(n^2 - n)$
5.10	$k(n - 1)$
5.11	$k(n - 1)$
5.12	k
5.13	$k(n^2 - n)$
5.14	$k(n - 1)$
5.15	$k(n - 1)$
5.16	k
5.17	$k(n - 1)$
TOTAL	$2kn^2 + (3k + 1)n + (1 - k) \sim 2kn^2$

Table 5.3 Restrictions used in three-index formulation.

Restriction set	Number of restrictions
5.19	$n - 1$
5.20	$n - 1$
5.21	1
5.22	$n^2 - n$
5.23	$n^2 - n$
5.24	n
5.25	1
5.26	$n^2 - n$
5.27	$n - 1$
5.28	$n - 1$
5.29	1
TOTAL	$3n^2 + 2n - 1 \sim 3n^2$

Table 5.4 Restrictions used in two-index formulation.

	Three-index formulation	Two-index formulation
Number of variables	kn^2	n^2
Number of restrictions	$2kn^2$	$3n^2$

Table 5.5 Order of magnitude of the number of variables and restrictions used both formulations.

Chapter 6: Heuristic formulation

6.1 Introduction

In this section, it is described a heuristic to solve the problem raised. One of the classic algorithms to solve a VRP problem is the one developed by Clarke and Wright, explained in Chapter 2: . Hence, the heuristic conducted is based on the Clarke and Wright. However, since different constraints are considered, it is modified to better fit the proposed problem.

6.2 Concept

The main concept used in the heuristic proposed is the concept of savings. When considering merging two different routes, in the case it is feasible, a saving can be generated.

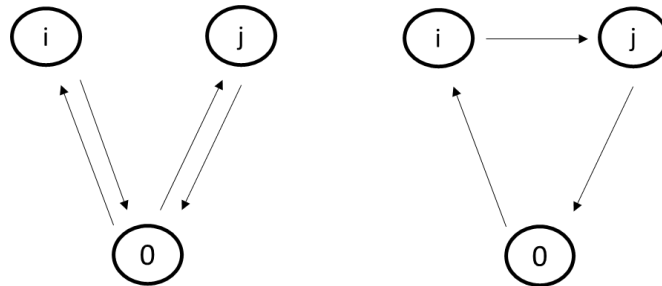


Figure 6.1 Representation of the savings when merging two routes.

Initial situation is represented by equation (6.1), final situation is represented by equation (6.2) and savings obtained is represented by equation (6.3), where t_{ij} represents the travel time node i to j . In this case, the time is considered the cost associated to the arc.

$$t_{0i} + t_{i0} + t_{0j} + t_{j0} \quad (6.1)$$

$$t_{0i} + t_{ij} + t_{j0} \quad (6.2)$$

$$t_{0i} + t_{i0} + t_{0j} + t_{j0} - (t_{0i} + t_{ij} + t_{j0}) = t_{i0} + t_{0j} - t_{ij} \quad (6.3)$$

The algorithm developed starts by creating N routes, that is to say, a route for every node excluding the warehouse. Consequently, every route will start at the depot, visit the assigned node, and come back again to the warehouse as seen in Figure 2.2Figure 6.2.

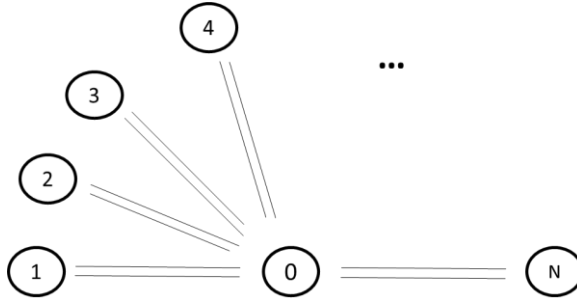


Figure 6.2 Initial phase of heuristic.

As in the algorithm developed by Clarke and Wright, the aim now is to choose a route and try to introduce more nodes to it. However, it will just occur in case it is feasible to introduce the node considering vehicle's capacity and savings.

In order to choose which route is better to start with, the algorithm described by Clark and Wright calculates all possible combinations and start with the one that generates more savings. However, in the problem raised, demands must be supplied in a specific time window. Consequently, since the time plays an important role, the first route to choose to introduce more nodes will be the one with earliest delivery time. In the case there are two nodes with the earliest demand instant, the one closer to the depot is chosen.

Once the node with the earliest delivery time is chosen, it is time to introduce more nodes to its route, so savings are generated. It is important to highlight that, due to time constraints, if it is feasible to introduce a node to the selected route, the introduced node will always be the latest to visit before coming back to the warehouse again. For instance, if the route chosen to introduce more nodes to it is the route of node 3, other nodes can be visited after visiting node 3, before coming back to the depot.

Once the route is chosen, it is time to check which nodes are feasible to introduce to the chosen route. Their feasibility will not just be given by the vehicle's capacity but also time constraints.

On one hand, it is necessary to make sure that the vehicle has enough capacity to supply the node that is desired to be introduced. On the other hand, regarding time constraints, it is necessary to consider the time window and the delivery time. If the time that the vehicle can reach the new node belongs to the accepted delivery time window, it is feasible to introduce the node. However, if the time the vehicle arrives to the new node does not belong to the time window considered, it is not feasible to introduce the node in the route, so another vehicle will be needed for satisfying its demand.

Hence, given that the set of feasible nodes is determined, it is time to compute the savings produced following equation (6.3). Once all the savings are calculated, they need to be sorted in a non-increasing order, so the node that presents more savings can be chosen. In the case that there are two feasible nodes with the same savings, the one with earlier demand instant is chosen.

Given that the node to be introduced is determined, it is added to the selected route so that the vehicle visits two nodes before going back to the warehouse.

The same procedure must be now applied in order to introduce more nodes to the route. However, in this new iteration, just the nodes that has not been previously selected must be checked again to evaluate their feasibility. In this way, the nodes that will fulfill the requirements will be introduced in the route until it is not feasible to introduce any more nodes.

At this moment, it is time to choose another node that has not previously been introduced to any route to assess the possibility to introduce more nodes to its route. Consequently, the process described starts again.

Following an iterative procedure, the same reasoning will be applied until all feasible routes are studied and all nodes are considered in the different routes. At this point, a solution for the raised problem will be obtained. However, as it has been said, it will probably not be the optimal solution and, depending on the set of data, the solution can differ more or less from the optimal one.

Before moving to the following section, it is important to note that, as it happens with

Clark and Wright algorithm, it assumes that there is no restriction of the number of vehicles used. In the problem raised, there is a limitation of vehicles.

Consequently, in the case the solution uses more vehicles than the available ones, the algorithm can be modified so negative savings are accepted. If this is the case, when merging two routes, instead of implying a saving, it may generate a cost. However, this cost is necessary to overcome the restriction regarding the number of vehicles used.

Finally, it is also important to highlight that, as previously noted, the solution obtained is not the optimal one. Hence, there are other heuristics than can be applied in order to improve the result, so that the solution is closer to the optimal one. However, since time plays an important role in the stated problem, most of the best known improving algorithms cannot be applied.

6.3 Data

In order to understand the formulation, it is first necessary to indicate the data used in it. Since the aim is to solve the same problem, the data described in Section 455.2.1 is the same data used for the heuristic.

6.4 Formulation

In this section it can be found the math description of the process outlined.

It is important to highlight that the algorithm itself is defined as an iterative process until a solution for the problem is found.

Step 0: Initial phase

Create N routes, a route for every node i , $i \in V \setminus \{0\}$ and define the set of nodes M , that represent the set of nodes that are already visited and also the set of nodes T , that represent the set of nodes that need to be visited. Hence, $V = M + T + \{0\}$.

Initially sets M and T are represented by (6.4) and (6.5). Moreover, a counter j is fixed to $j = 1$.

$$M = \{\emptyset\} \quad (6.4)$$

$$T = V - M - \{0\} \quad (6.5)$$

Step 1: Route selection

If set T is empty, that is to say, if $T = \{\emptyset\}$, it is the end of the algorithm. Otherwise, if $T \neq \{\emptyset\}$, it must be selected $i_1 \in T$ such that it fulfills equation (6.6). Hence, sets M and T must be updated following equations (6.7) and (6.8). Furthermore, the instant and the load of the vehicle when arriving to node i_1 also needs to be updated following equations (6.9) and (6.10). In case there are two nodes with the earliest instant demand, equations (6.11) must be followed.

$$d_{i_1} = \min \{d_r \mid r \in T\} \quad (6.6)$$

$$M = M + \{i_1\} \quad (6.7)$$

$$T = T + \{i_1\} \quad (6.8)$$

$$t_{i_1} = \max \{d_{i_1} - D, t_{0i_1}\} \quad (6.9)$$

$$l_{i_1} = p_{i_1} \quad (6.10)$$

$$d_{i_1} = \min \{t_{0k} \mid k \in (\min d_r)\} \quad (6.11)$$

Step 2: Introduction of nodes in the selected route

If it exists a node $i_{j+1} \in T$ that fulfills equation (6.12), sets M and T must be updated following equations (6.13) and (6.14). Furthermore, the instant and the load of the vehicle when arriving to node i_{j+1} also needs to be updated following equations (6.15) and (6.16). After introducing node i_{j+1} , if set T is empty, that is to say, if $T = \{\emptyset\}$, it is the end of the algorithm. Otherwise, if $T \neq \{\emptyset\}$, the counter j must be $j = j + 1$ so that another $i_{j+1} \in T$

must be found.

$$S_{i_j i_{j+1}} = \max \left\{ S_{i_j k} = t_{i_j 0} + t_{0k} - t_{i_j k} \mid S_{i_j k} \geq 0, l_{i_j} + p_k \leq Q, \right. \quad (6.12)$$

$$\left. t_{i_j} + t_{i_j k} \leq d_k + D, t_{i_j} + t_{i_j k} \leq d_k - D, k \in T \right\}$$

$$M = M + \{i_{j+1}\} \quad (6.13)$$

$$T = T + \{i_{j+1}\} \quad (6.14)$$

$$t_{i_{j+1}} = \max \{ d_{i_{j+1}} - D, t_{i_j} + t_{i_j i_{j+1}} \} \quad (6.15)$$

$$l_{i_{j+1}} = l_{i_j} + p_{i_{j+1}} \quad (6.16)$$

$$S_{i_j i_{j+1}} = \min \left\{ d_k \mid k \in (\max S_{i_j k}) \right\} \quad (6.17)$$

If it does not exist a node $i_{j+1} \in T$ that fulfills equation (6.11), step 1 must be started again.

Chapter 7: Implementation

7.1 Introduction

So far, two models to find the optimal solution and an heuristic have been developed in order to find a solution for the problem raised. However, it is now time to implement the options described. Hence, in the first part of the chapter, the two-index and three-index formulations developed in Chapter 5: are implemented in a optimizer solver so-called CPLEX. Moreover, the instances solved are described. In the second part of the chapter, the heuristic formulation developed in Chapter 6: is implemented in Matlab, a numerical computing software. Again, the instances implemented are outlined.

7.2 Optimal solution: CPLEX

As explained, CPLEX Optimizer is the solver used to implement the formulations. Hence, a brief explanation of the solver and its features can be found. Thereafter, the model and data files for every formulation outlined in Chapter 5: are shown and explained.

7.2.1 CPLEX Optimizer

CPLEX is an optimization software package commercialized by IBM ILOG. CPLEX can solve linear programming problems, mixed integer programming problems, quadratic programs, mixed integer quadratic programs, quadratic constraint programs and mixed integer quadratic constrained programs. Moreover, to solve other problem, the instance MINLP can also be used. ^[23]

CPLEX optimizer last version, 12.7.1, was launched in 2017 and its computational performance is the result of a combination of different types of improvements in LP solvers, cutting planes, heuristics and parallelization.

The main idea used to solve Mixed integer linear programming problems (MILP) is the branch and cut algorithm, that is based on the brunch and bound algorithm explained in Section 2.8.2 Therefore, it provides a solution that has been found by solving a sequence of

linear relaxations to provide bounds. However, there is a pre-processing step and addition of cutting planes in order to be more suitable for large scale problems. The aim of the pre-processing is to reduce the size of the problem and improve its formulation. Hence, a new model is defined, a tighter one that does not increase the size of the problem and that is independent of the relaxation solution.

In order to solve any problem in CPLEX two different files are needed. On one hand, a file .mod is needed to develop the model. On the other hand, another file .dat is needed so that the model knows what data must be considered as an input.

Moreover, it is interesting to note that CPLEX has been used by means of Optimization Programming Language (OPL). It is a modeling language for combinatorial optimization, designed to substantially simplify optimization problems.^[22] It is very convenient to use because it is very similar to the mathematical expressions. However, if more complex problems need to be described, some other programming languages such C++ or Java can also be used in CPLEX.

7.2.2 Three-index formulation

In order to implement the three-index formulation, files .mod and .dat are needed. The model file can be seen in Figure 7.1, Figure 7.2 and Figure 7.3.

In the first part of the model, in Figure 7.1, the network is outlined. Moreover, the data is called from the data file so the network and its features are completely defined. Furthermore, it is necessary to define the variables and the objective function. Finally, the restrictions of Section 2.7.1 are specified in Figure 7.2 and Figure 7.3. It is important to note that, as the output, the solver gives back the values of all variables.

```

//Definition of the network
int n_cities = ...;
int n_vehicles = ...;
range Cities = 1..n_cities;
range Shops = 2..n_cities;
range Vehicles = 1..n_vehicles;
tuple arco { int ini; int fin; }
{arco} Arches={ <ini, fin> | ini, fin in Cities: ini!=fin};

//Data provided
int Q= ...;
int D= ...;
int C=...;
int Demand[Cities] = ...;
int TT[Arches] = ...;
int Inst_Demand[Cities] = ...;

//Variables
dvar boolean X[Arches, Vehicles];
dvar boolean Z[Cities, Vehicles];
dvar float U[Cities, Vehicles];
dvar float t[Cities,Vehicles];

//Objective function
minimize (sum(a in Arches, v in Vehicles) TT[a] * X[a,v] + sum(a in Arches: a.ini==1, v in Vehicles) C*X[a,v]);

```

Figure 7.1 Model file of three-index formulation. Part 1.

```

//Restrictions
subject to{

    //Constraint 5.2:
    forall(c in Cities: c!=1)    sum(v in Vehicles) Z[c,v] == 1;

    //Constraint 5.3:
    forall(v in Vehicles)        Z[1,v]==1;

    //Constraint 5.4:
    forall (c in Shops, v in Vehicles)    sum(a in Arches: a.fin==c) X[a,v] == Z[c,v];

    //Constraint 5.5:
    forall (c in Shops, v in Vehicles)    sum(a in Arches: a.ini==c) X[a,v] == Z[c,v];

    //Constraint 5.6:
    forall (v in Vehicles)                sum(a in Arches : a.fin==1) X[a,v] == 1;

    //Constraint 5.7:
    forall (v in Vehicles)                sum(a in Arches : a.ini==1) X[a,v] == 1;

    //Constraint 5.8:
    forall (v in Vehicles)                sum(c in Shops) Demand[c] * Z[c,v] <= Q;

    //Constraint 5.9:
    forall(c in Cities, d in Shops : c!=d, v in Vehicles)
        U[c,v]-U[d,v]+Demand[d]*Z[d,v]<= 1000*(1-X[<c,d>,v]);

    //Constraint 5.10:
    forall (c in Shops, v in Vehicles)    U[c,v] <= Q*Z[c,v];

    //Constraint 5.11:
    forall (c in Shops, v in Vehicles)    U[c,v] >= 0*Z[c,v];
}

```

Figure 7.2 Model file of three-index formulation. Part 2.

```

//Constraint 5.12:
forall (k in Vehicles)          U[1,k] == 0;

//Constraint 5.13:
forall(c in Cities, d in Shops : c!=d, v in Vehicles)
    t[c,v]-t[d,v] + TT[<c,d>]*Z[d,v] <= 1000*(1-X[<c,d>,v]);

//Constraint 5.14:
forall (c in Cities, v in Vehicles) t[c,v] <= (Inst_Demand[c] + D) * Z[c,v];

//Constraint 5.15:
forall (c in Cities, v in Vehicles) t[c,v] >= (Inst_Demand[c] - D) * Z[c,v];

//Constraint 5.16:
forall (k in Vehicles)          t[1,k] == 0;

//Constraint 5.17:
forall (i in Shops, k in Vehicles) t[i,k] >= 0;
}

```

Figure 7.3 Model file of three-index formulation. Part 3.

The model file calls another data file in order to input the data needed for the model. Since the data set for the problem is very large, a small example of another instance of the data set can be seen in Figure 7.4.

```

n_cities = 7;
n_vehicles = 2;

Q = 9;
D=5;
C=5;

Demand = [0 2 3 5 2 1 1];
Inst_Demand = [0 2 5 4 15 18 20];

TT = [
    1  2  3  4  5  6
    1   2  3  4  4  4
    2  4   3 10  4  4
    3  4  5   5  4  4
    4  4  5  6   3  3
    5  4  4  4 10   2
    6  4  3  4 12  5 ];

```

Figure 7.4 Example of a data file for three-index formulation.

7.2.3 Two-index formulation

Again, in order to implement two-index formulation, files .mod and .dat are needed. The model file can be seen in Figure 7.5, Figure 7.6 and Figure 7.7.

```

execute PARAMS {
  cplex.tilim = 18000;
}

//Definition of the network
int n_cities = ...;
range Cities = 1..n_cities;
range Shops = 2..n_cities;
int Q= ...;
int D= ...;
int n_vehicles = ...;
int C= ...;

//Data provided

int Demand[Cities] = ...;
float TT[Cities][Cities]= ...;
float Inst_Demand[Cities] = ...;

//Variables
dvar boolean X[Cities, Cities];
dvar float U[Cities];
dvar float t[Cities];

//Objective function
minimize (sum(i in Cities,j in Cities)TT[i,j]*X[i,j] + sum(j in Shops) C*X[1,j]);

```

Figure 7.5 Model file of two-index formulation. Part 1.

```

//Restrictions
subject to {
  //Constraint 0:
  forall (i in Cities) X[i,i]==0;

  //Constraint 5.19:
  forall (i in Shops) sum (j in Cities) X[i,j] ==1;

  //Constraint 5.20:
  forall (i in Shops) sum (j in Cities) X[j,i] == sum(j in Cities)X[i,j];

  //Constraint 5.21:
  sum (j in Shops) X[1,j]<=n_vehicles;

  //Constraint 5.22:
  forall(i in Cities, j in Shops) U [i] + Demand[j] - 1000*(1-X[i,j])<= U[j];

  //Constraint 5.23:
  forall(i in Cities, j in Shops) U [i] + Demand[j] + 1000*(1-X[i,j])>= U[j];

  //Constraint 5.24:
  forall (i in Cities) U[i] <=Q;

  //Constraint 5.25:
  U[1] == 0;
}

```

Figure 7.6 Model file of two-index formulation. Part 2.

```
//Constraint 5.26:
forall (i in Cities, j in Shops) t[j]>=t[i]+TT[i,j]-100*(1-X[i,j]);

//Constraint 5.27:
forall (i in Shops) t[i]<= D + Inst_Demand[i];

//Constraint 5.28:
forall (i in Shops) t[i]>= - D + Inst_Demand[i];

//Constraint 5.29:
t[1] == 0;
}
```

Figure 7.7 Model file of two-index formulation. Part 3.

The structure followed is exactly the same one described in the three-index formulatoin. In the first part of the model, the network is outlined. Moreover, the data is called from the data file so the network and its features its completely defined. Furthermore, it is necessary to define the variables and the objective function. Finally, the restrictions of Section 5.3.4 are specified.

As it can be seen in Figure 7.6 and Figure 7.7, there is a difference regarding the mathematical formulation presented in Section 5.3.4 .

In the restrictions set, there is a set of constraints so-called Constraint 0. The set of constraints is necessary given the data used. The model is created so that all the arcs between nodes are considered. Hence, the arc from node i to node i is also created. In the data file, this arc is set to have a zero cost, so the model could try to use it in the solution. To avoid this fact, a new set of constraints is outlined. The set imposes that the arcs with the same origin and destination cannot be used in the solution.

In Figure 7.8 it can be seen an example of a data file for two-index formulation. Again, the size of the real data set is so large so a small example is shown.

```

n_cities = 7;
n_vehicles = 2;

Q = 9;
D=5;
C=2;

Demand = [0 2 3 5 2 1 1];
Inst_Demand = [0 2 5 4 15 18 20];

TT = [[0  1  2  3  4  5  6]
      [1  0  2  3  4  4  4]
      [2  4  0  3  10 4  4]
      [3  4  5  0  5  4  4]
      [4  4  5  6  0  3  3]
      [5  4  4  4  10 0  2]
      [6  4  3  4  12 5  0]];

```

Figure 7.8 Example of a data file for two-index formulation.

7.2.4 Instance solved

One of the aims of the project is to find the optimal routes to deliver the refrigerated products to all Family Mart. Hence, the actual instance that needs to be solved is for the whole set of data, that is to say, for the 450 Family Mart stores.

However, as it will be further explained in Section 2.5 , considering that is a NP hard problem, the instance to solve is too large. Hence, it is necessary to divide the problem in smaller instances so an optimal solution can be found for every part of the problem.

The fact of dividing the whole problem has its advantages and disadvantages. On one hand, when the optimal solution for every part is obtained, an overall good solution is found for the whole problem. However, it cannot be said that is the optimal one since the optimal one could merge together in the same route nodes from different parts. Consequently, the division considered, has a great effect on the result. On the other hand, this is the only way the models formulated can be applied and can give a solution in a reasonable amount of time.

In order to divide the problem into smaller instances, two variables have been considered: the number of nodes of every instance and their location.

On one hand, the number of nodes of every instance cannot be higher than 100 since, otherwise, the computational time needed to solve the instance is already very high. Moreover, it is better that the number of nodes of every instance is more or less similar. Hence, around 70-90 nodes per instance are considered.

On the other hand, the location of the nodes selected is essential, since you are forcing routes to pass by them. Hence, nodes in the same area must be considered since the optimal solution minimizes the distance travelled, so nodes close to each other are merged into the same route.

Finally, the problem has been divided into 6 smaller problems as seen in Figure 7.9.

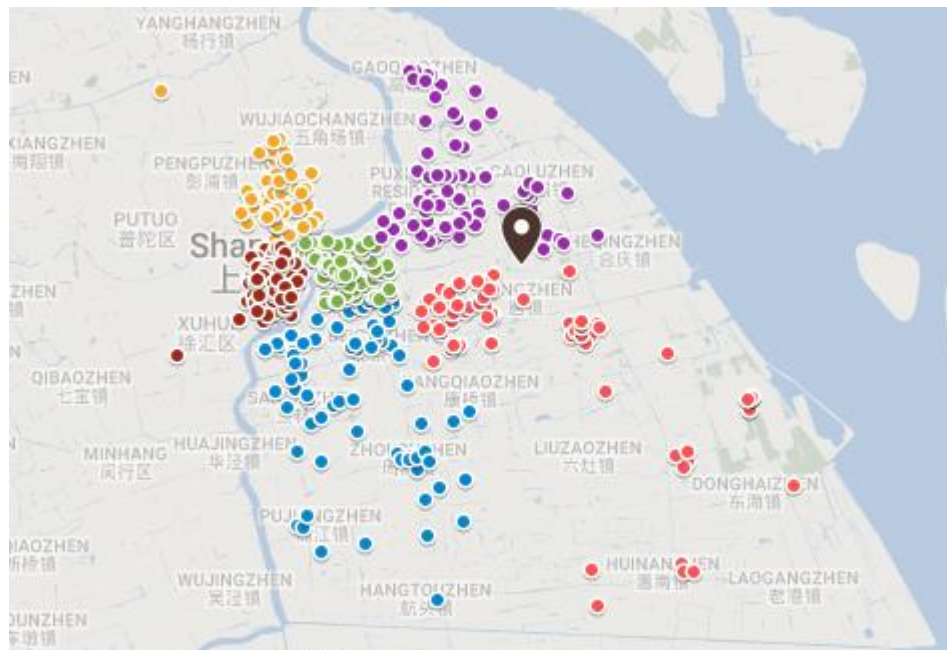


Figure 7.9 Problem division into 6 groups.

As it can be seen in Figure 7.9, geographic features really determine the problem division. The number of nodes considered in every instance can be seen in Table 7.1.

	Group 1	Group 2	Group 3	Group 4	Group 5	Group 6
Associated color	Yellow	Brown	Green	Blue	Red	Purple
Number of nodes	61	92	81	74	72	70

Table 7.1 Problem division into 6 different groups.

The data needed for the model is the one outlined in Section 5.2.1 First of all, the amount of nodes considered needs to be specified.

Since every part of the problem has been solved separately, the number of stores considered in every instance is the one represented in Table 7.1. However, the warehouse needs to be added.

Moreover, no restrictions in the amount of vehicle have been implemented. Hence, for every instance solved, that is to say, for every group, 15 vehicles have been considered. Regarding the capacity of the vehicle, as explained in Section 4.3 200 plastic boxes are considered for every truck.

Regarding demand, a uniform demand is considered to be 12 boxes/store. The value comes from the data that Hitachi provided since it is assumed that trucks leave more or less full and every truck visits 17 stores before coming back to the warehouse. Hence, the resulting number can be rounded to 12 boxes per store. However, in this instance, a non-uniform demand is considered, an approximation of a normal distribution is applied. A normal distribution is a continuous probability distribution. Hence, considering that the units demanded are full boxes, a simple normal distribution cannot be applied since it could result in supplying, for instance, 5.7 boxes. In order to avoid that, a normal distribution is first applied and, afterwards, the values have been rounded. The result of it is what is has been called an approximation of a normal distribution. For that, it has been considered a normal distribution $N \sim (12, 3)$ and afterwards it has been rounded.

Regarding the instant demand, a normal distribution has also been considered. In this case, $N \sim (40, 8)$. Hence, from the warehouse, vehicles have enough time to go to almost all stores, so no restriction is applied.

Moreover, regarding the objective function, a parameter C is applied in order to specify a cost for every vehicle used. In this case, a value of 100 has been considered. In addition, time window does not have an effect since parameter D has been considered 40. Hence, the products can be supplied almost anytime.

Finally, the model also needs the travel time distance obtained in Section 4.5.2.

7.3 Heuristic: MATLAB

In order to implement the formulation described in Chapter 6: , a numerical computing software needs to be used. In this case, it has been chosen to use Matlab. Matlab allows the implementation of algorithms, among other applications such matrix manipulation and data analysis.

For a better understanding of the code used, Figure 7.10 describes in a schematic way the formulation and loops outlined.

As it can be seen, there are three main phases: initial phase, route selection and merging routes.

The initial phase is just represented by step 0, which inputs the data and creates the vectors needed in the algorithm.

The route selection, the second phase, is represented by steps 1, 2 and 3. Step 1 selects the node chosen to start with, that is to say, the node with lower instant demand. Step 2 specifies that, if there are more than two nodes with the same instant demand, it selects the one closer to the warehouse. Once the node is selected, step 3 updates the data needed.

The third phase, merging routes, is represented by steps 4, 5, 6 and 7. Step 4 verifies whether there are nodes that fulfill equation (6.12). If so, step 5 selects the one that presents more savings. Otherwise, another route must be chosen, so route selection phase starts again. In case step 5 takes place, the node that present most savings must be chosen. However, it is possible that more than one node have the same savings. Then, step 6 verifies that the node taken is the one with lowest instant demand. Finally, step 8 updates the data. Since it is an iterative process, afterwards, step 4 must be taken again.

The process finishes when there are no more nodes that can be taken since they have been all considered before, consequently, it finishes when vector T is empty.

The Matlab code of Figure 7.11 and Figure 7.12 represents the process just described. Moreover, it is organized in the same steps outlined to better understand its performance.

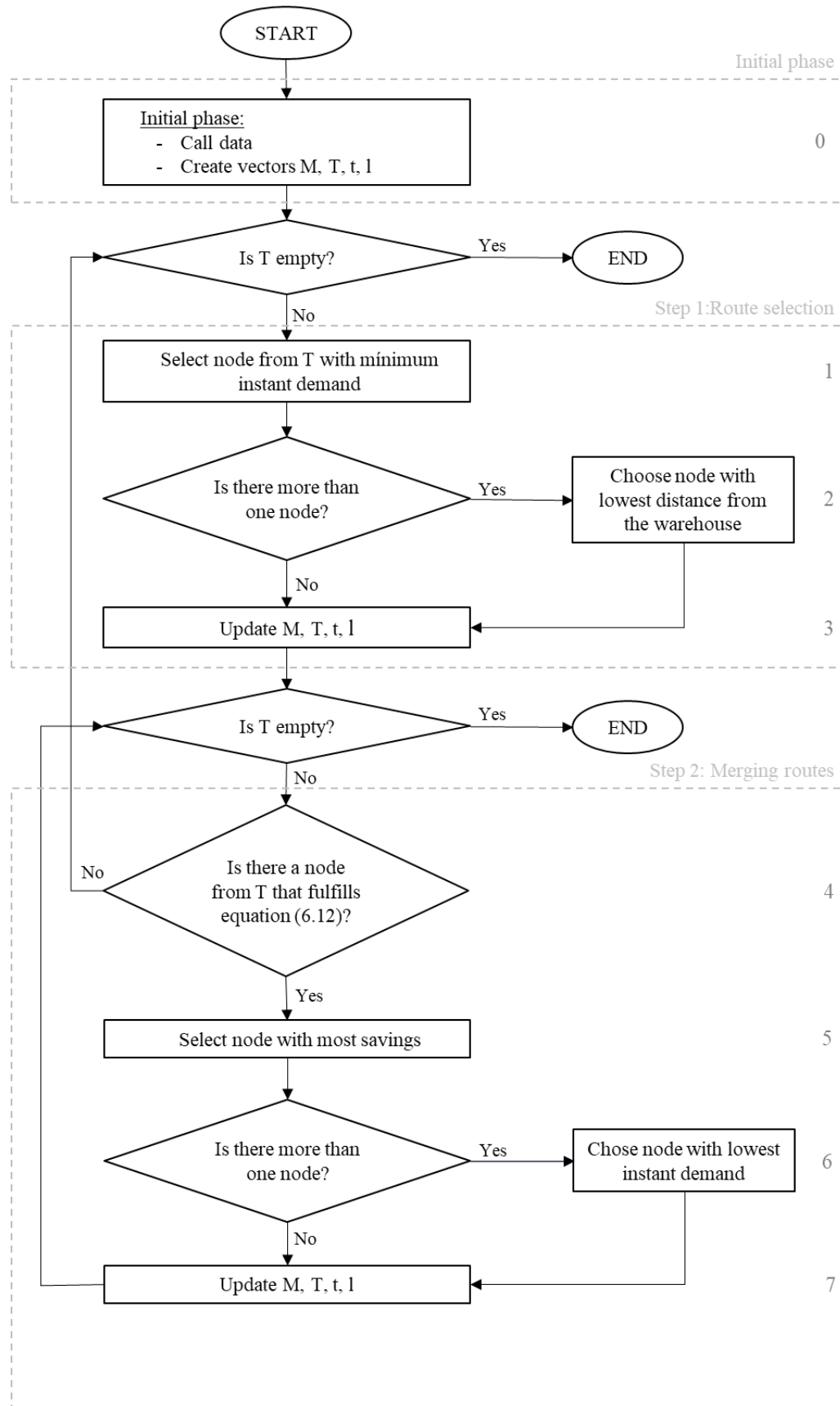


Figure 7.10 Scheme of heuristics implementation.

```
clear
clc
close all
%%Step 0: Initial phase
    %Data
        %Amount of shops (warehouse excluded)
        n_cities = 450;
        %Travel time matrix (warehouse excluded)
        TT=xlsread('C:\Users\TOT.xlsx','1','D7:QK456');
        %Travel time warehouse - node i
        TOI=xlsread('C:\Users\TOT.xlsx','1','D6:QK6');
        %Travel time node i - warehouse
        TIO=xlsread('C:\Users\TOT.xlsx','1','C7:C456');
        %Stores Demand
        Demand = xlsread('C:\Users\TOT.xlsx','1','D2:QK2');
        %Stores Demand instant
        Inst_Demand = xlsread('C:\Users\TOT.xlsx','1','D3:QK3');
        %Vehicle's capacity (units: blue plastic box)
        Q = 200;
        %Time window accepted (+-D)
        D =20;
        %Available trucks
        N_trucks = 450;

    %Vector creation
        %Vector of nodes already visited
        M=[];
        %Vector of nodes to be visited
        T=1:n_cities;
        %Arriving time at every node
        t=zeros(1,n_cities);
        %Load of the vehicle when leaving node
        l=zeros(1,n_cities);

Z=[];
%%Route selection
while isempty(T)== 0
    %Step 1: Select node from T with minimum instant demand
        c=min(Inst_Demand(T(1,:)));
        b=find(Inst_Demand(T(1,:))==c);
    %Step 2: Is there more than one node? Select node closest to the WH
        if size(b,2)>1
            TTi=zeros(1,size(b,2));
            for ii=1:size(b,2)
                TTi(ii)=TT(1,T(b(ii)));
            end
            b=find(TTi==min(TTi));
        end
    %Step 3: Update M, T, t, l
        b=T(b(1));
        M = [M b];
        T = T(T~=b);
        t(b)= max((Inst_Demand(b)-D),TOI(b));
        l(b)= Demand(b);
        T1=1;
```

Figure 7.11 Implementation of heuristic in Matlab. Part 1.


```

%%Merging routes
while isempty(T)== 0 && T1==1
    S= -1*ones(1,n_cities);
    i=b;
    ti=0;

    %Step 4: Is there a node from T that fulfills equation (6.12)?
    for j=T(1,:)
        if l(i)+ Demand(j)<= Q && (t(i)+ TT(i,j))<=(Inst_Demand(j)+ D) && t(i) ✓
+ TT(i,j)>=(Inst_Demand(j)- D)
            Saving = TIO(i)+ TOI(j)- TT(i,j);
            if Saving>=0 && size(Z,2)<= N_trucks
                S(j)=Saving;
            else
                ti=ti+1;
            end
        else
            ti=ti+1;
        end
    end
    %Step 5: Select node with most savings
    if ti<size(T,2)
        j=find(S==max(S));
        if size(j,2)>1
            c=min(Inst_Demand(j));
            jj=[];
        %Step 6: Is there more than one node? Select node lowest inst demand
        for jji=1:size(j,2)
            if Inst_Demand(j(jji))==c
                jj=[jj,j];
            end
        end
        j=jj(1);
    end
    %Step 7: Update M, T, t, l
        M = [M j];
        T = T(T~=j);
        t(j)= max((Inst_Demand(j)-D),t(i)+ TT(i,j));
        l(j)= l(i)+Demand(j);
        b=j;
    else
        Z=[Z i];
        T = T(T~=i);
        T1=0;
    end
end

end

clear c Saving S ti T1 i j ii jj Tti b jji k

```

Figure 7.12 Implementation of heuristic in Matlab. Part 2.

7.3.1 Instances solved

In contrast to the optimal solution, the heuristic method provides a non-optimal solution with a very short computational time. Furthermore, the number of nodes considered in the instance solved does not affect much in the computational time. Consequently, when applying the heuristic method, the problem has not been divided into parts but the whole problem has been considered.

Given the large computational time that takes to get a solution using methods described in Chapter 5: no study of the demand time restrictions affect could be done. Hence, since the implementation of heuristics is much faster, in order to address how do demand and time restrictions affect, different instances have been solved.

A summary of the features of every instance can be seen in Table 7.2 and Table 7.3. It is important to note that, for the 8 different instances, no constraints in the number of vehicles used are applied.

	Instance 1	Instance 2	Instance 3	Instance 4
Demand	Uniform	Uniform	'Normal distribution'	'Normal distribution'
Instant Demand	Uniform	Uniform	Uniform	Uniform
Time window	Full time	30 minutes	Full time	30 minutes
Vehicles used	No constraint	No constraint	No constraint	No constraint

Table 7.2 Instances solved applying heuristics. Part 1.

	Instance 5	Instance 6	Instance 7	Instance 8
Demand	Uniform	Uniform	'Normal distribution'	'Normal distribution'
Instant Demand	Normal distribution	Normal distribution	Normal distribution	Normal distribution
Time window	Full time	30 minutes	Full time	30 minutes
Vehicles used	No constraint	No constraint	No constraint	No constraint

Table 7.3 Instances solved applying heuristics. Part 2.

Regarding demand, a uniform demand is considered to be 12 boxes/store. Again, when a non-uniform demand is considered, an approximation of a normal distribution is applied $N \sim (12, 3)$ and afterwards it has been rounded.

Regarding the instant demand, a uniform instant at 40 minutes has been considered. Hence, from the warehouse, the vehicles have enough time to go to almost all stores, so no restriction is applied. Thereafter, a normal distribution $N \sim (40, 8)$ has been implemented.

Furthermore, in half of the instances time window does not have an effect since the products can be supplied anytime. In the other half of the instances, there is a fixed time window of 30 minutes to supply products.

Since all nodes have been considered, the number of stores is determined as 451, 450 stores and the warehouse. In order to supply so many stores, no restriction in the number of vehicles is applied. Again, the capacity of the vehicles is considered to be 200 boxes per truck.

Finally, the model also needs the travel time distance obtained in Section 4.5.2.

It is important to note that in the heuristic presented there is no way to impose, during the process, that every vehicle has a cost. Hence, parameter C does not have any effect in the formulation.

The results obtained for the 8 instances can be seen in 0. However, given the results obtained, some more instances are studied as seen in Table 7.4.

	Instance 2'	Instance 4'	Instance 6'	Instance 8'
Demand	Uniform	'Normal distribution'	Uniform	'Normal distribution'
Instant Demand	Uniform	Uniform	Normal distribution	Normal distribution
Time window	40 minutes	40 minutes	40 minutes	40 minutes
Vehicles used	No constraint	No constraint	No constraint	No constraint

Table 7.4 Instances solved applying heuristics. Part 3.

Chapter 8: Results

8.1 Introduction

In this Chapter, the results of the implementation of mathematical formulations and heuristics are presented. Hence, the chapter begins with the results obtained by implementing the three-index and two-index formulations. Later on, the results obtained from the implementation of the heuristic in Matlab are described. The chapter finishes with some insights about the results comparison.

8.2 Optimal solution: CPLEX

In this section, it is first described the results obtained from the implementation of the three-index formulation. Afterwards, the results from the two-index formulations are also submitted.

As explained in Section 7.2 the whole problem is too large to implement it. Hence, the problem has been divided following Table 7.1. Consequently, although an optimal solution will not probably be found, the results obtained will be quite near the optimal.

In order to build a solution for the whole problem, the set of subproblems must be solved, that is to say, every group of Table 7.1 must be solved as an independent problem.

8.2.1 Three-index formulation

When implementing the three-index formulation to solve the 6 subproblems, after CPLEX running for few hours, the program presents an error and no solution is obtained. The error is caused by the large number of variables used, since the optimizer does not have enough memory to store variables from the different iterations needed to obtain a solution. Hence, it can be stated that although theoretically it is a good model, it can be applied to solve small size problems. However, when dealing with problems of large scale, the model developed is not useful anymore.

8.2.2 Two-index formulation

As explained, CPLEX is used in order to obtain a solution for the 6 subproblems.

The first time a subproblem was solved was from the Group 1. In the first try, no restriction of computational time dedicated to solving the problem was established. Hence, the solver run for more than 48h without obtaining the optimal solution. However, the solution obtained after running the algorithm for around 5 hours did not change a lot from the one obtained after 48 hours. Hence, it was decided to impose a computational time of 5 hours and consider the best solution obtained so far. Moreover, if more than 5 hours it is needed to obtain a good solution, it cannot be stated that it is a good method, since it takes long time to get any results.

It is important to remind before showing the results, that the instance solved presents the features shown in Table 8.1

Instant demand	$N \sim (40, 8)$
Demand	$N \sim (12, 3)$
Time window	80 [min] (no effect)
Vehicle capacity	200 [boxes]
Fixed price for using one vehicle	100 [min]
Number of vehicles	No restriction

Table 8.1 Data used for the exact method.

A summary of the results obtained for every subproblem, that is to say, for every group of Table 8.2 can be seen as follows.

	Group 1 (Yellow)	Group 2 (Brown)	Group 3 (Green)	Group 4 (Blue)	Group 5 (Red)	Group 6 (Purple)
Number of routes	5	7	5	7	5	6
Number of stores	61	92	81	74	72	70
Average number of stores per vehicle	12	13	16	11	14	12
Average load per vehicle	148	158	195	128	145	169
Travel time cost	485.38	687.4	504.58	736.34	606.15	501.26
Fleet cost	500	700	500	700	600	500
Total cost	985.38	1387.4	1004.58	1436.34	1206.15	1001.26

Table 8.2 Results of every subproblem of the exact method.

Before considering the addition of all subproblems to obtain a solution for the problem raised, it is interesting to analyze the results obtained so far.

On one hand, the cheapest subproblem is the one regarding group 1 since it has the lowest number of stores to visit and also, they are located very close to each other. Hence, travel times from shop to shop are low.

On the other hand, the most expensive subproblem is Group 4. This fact is given the low density between stores, compared with other groups, although the number of stores to visit is not that high. It is interesting to note that Group 5 seems to be more spread but there are several stores located in the same point, so travel time are very low. However, this fact cannot properly be observed in Figure 7.9 since points overlap.

Moreover, it is also interesting to comment the subproblem regarding Group 2. Although it is the subproblem with the largest number of stores to visit, since they are located very close to each other, travel time cost is low. What makes the result more expensive is the fact that seven trucks are needed since a lot of stores must be visited.

Furthermore, Group 3 presents low cost since, although quite few stores must be visited, the density of stores is very high.

Finally, it is interesting to compare Groups 4, 5 and 6 since they have approximately the same number of stores to visit but the final price is very different. This fact is given by

mainly two factors. The first one is that stores from Group 6 are much closer to each other, so travel times are much lower. The second factor is given by the fact that, as explained, some of the stores from Group 5 overlap each other, reducing travel time.

Once a brief comparison of the subproblems is done, it is time to finally calculate overall solution, that is to say, add all subproblems into the initial problem raised. The final results obtained can be seen in Table 8.3.

Number of routes	35
Average number of stores per route	13
Average load per vehicle	155.09
Travel time cost	3521.11
Fleet cost	3500
Total cost	7021.11

Table 8.3 Results obtained from the exact method.

Hence, the final result obtained in order to implement an instance such the one described in Table A results in a total travel time cost of 3521 minutes and a vehicle cost of 3500 minutes. Hence, a total cost of 7021 minutes. Moreover, considering no restriction in the number of vehicles used, a fleet of 35 would result necessary to supply the demand of 450. Finally, the average load per truck would be 155.09, so 77.5% full.

Before moving to the results obtained by means of the heuristic method it is important to highlight that the result obtained is not the optimal one due to the subdivision of problems and the fixed computational time.

Moreover, a detailed solution of the routes of every subproblem can be found in the appendix.

8.3 Heuristic: MATLAB

In this section, it is first described the results obtained from the implementation of the heuristic formulation in Matlab program. Hence, an analysis of the different instances solved is outlined so the impact of the time windows, the demand and instant demand are addressed.

A summary of the results obtained for every instance solved can be seen as follows.

	1	2	3	4	5	6	7	8
Number of routes	36	68	31	57	35	68	30	57
Average number of stores per vehicle	12.50	6.62	14.52	7.89	12.86	6.62	30.00	7.89
Average load per vehicle	150.00	79.41	174.19	94.74	153.77	79.15	179.40	94.42
Travel time cost	99.03	80.26	111.27	84.35	99.74	80.26	113.94	84.35

Table 8.4 Results of the instances 1-8 solved using the heuristic method

As it has been said, there are three aspects that need to be analyzed, the impact of the demand, the instant demand and the time window.

The first feature to analyze is the effect of a uniform or non-uniform demand. In order to do so, instances pair 1-5, 3-7, 2-6, and 4-8 are addressed. Each pair presents the same features except of the demand, as it can be seen in Table 7.2 and Table 7.3.

When comparing instances 1-5 and 3-7, it can be seen that, if there is no time restriction, overall cost hardly changes when a non-uniform demand is considered. In this case, a reduction of 2.1% and 0.9% is obtained respectively. However, it is important to stress out that the results obviously depend on the probabilistic distribution implemented. Hence, it is expected that the results may differ more when a normal distribution with higher standard deviation is considered.

When comparing instances pairs 2-6 and 4-8, the first aspect that must be noted is that in both pairs, there are time restrictions so stores must be supplied between a specific period of time. Instances 2 and 6 present exactly the same results, with the same routes. The same happen with instances 4 and 8. The only aspect that changes is the average load of the vehicles, since the demand is different. Hence, based on the results, it can be stated that when there are time constraints the effect of a non-uniform demand is not noticeable. Again, this statement is just applicable given the probabilistic distribution implemented.

The second feature to analyze is the effect of a uniform or non-uniform instant demand. In order to do so, instances pair 1-3, 2-4, 5-7, and 6-8 are addressed. Each pair presents the

same features except of the instant the demand needs to be supplied, as it can be seen in Table 7.2 and Table 7.3.

In all pairs, the results show lower costs when non-uniform instant demand is considered. In all cases, the number of vehicles needed in order to realize the distribution of refrigerated products is reduced so the number of stores a vehicle visits increases. Hence, the average load of every vehicle also increases. Given that overall cost is reduced, it is interesting to see the reduction in every case. Here again, whether there are time restrictions or not makes a great difference.

On one hand, when time restrictions are not applied, that is to say, instances 1-3 and 5-7, a non-uniform instant demand represent savings of 3.2% and 2.1% respectively. Hence, its effect does not represent much. On the other hand, when there are time restrictions, the savings obtained when a non-uniform instant demand is considered are relevant. Given that there are time constraints, the savings obtained whether there is a uniform or non-uniform demand are the same, that is to say, pairs 2-4 and 6-8 present the same savings, 11.9%.

The third feature to analyze is the effect of time window. So far, it has already been presented some of its effects but it is interesting to address its repercussion with instances pairs 1-2, 3-4, 5-6, and 6-7. Each pair presents the same features except time window constraints, as it can be seen in Table 7.2 and Table 7.3.

As it has been stressed out, time window is the parameter with greater effects. As expected, in all cases the number of vehicles needed in order to run the distribution increases significantly, near doubling the number of routes, when there are time restrictions. Consequently, the number of stores visited per route and also the average load of the vehicles decreases significantly. Moreover, all pairs present higher cost when time restrictions are considered, between 39% and 56%. More precisely, when the instant demand is uniform, the effect of the time window is greater since pairs 1-2 and 5-6 present an increase of 53% and 56% in the cost, respectively. On the other hand, when the instant demand is not uniform, routes can be a more balanced and the increment of cost when considering time restrictions is lower. Instance pairs 3-4 and 7-8 present an increment of 39% and 41%, respectively.

Again, the statements are just applicable given the parameters implemented. With other values the results and conclusions obtained may change.

Before finishing the section is important to highlight that instances 2 and 6 present the same cost and routes but, given that the demand variable changes, the average load of every vehicle also changes. The same feature happens with instances 4 and 8. This fact is given by the great impact of the time window, since the freight must be delivered in a 30 minutes window. Hence, in order to see if the impact of the other two parameters, a longer time window is considered: 40 minutes. For that, instances 2, 4, 6 and 8 have been modified to 2', 4', 6' and 8' as seen in Table 7.4. The results obtained can be seen in Table 8.5.

	2'	4'	6'	8'
Number of routes	53	50	53	50
Average number of stores per vehicle	8.5	9	8.5	9
Average load per vehicle	101.9	108	101.4	107.6
Travel time cost	4529.25	4448.68	4529.25	4448.68

Table 8.5 Results of the instances 2', 4', 6', and 8' solved using the heuristic method.

The results show exactly the same feature, instances 2' and 6' present exactly the same results except of the average load per vehicle. The same aspect happens with instances 4' and 8'. Hence, although the delivery time is increased from 30 to 40 minutes, time restrictions are much important than other parameters, so their change is not noticeable.

Now, instances pairs 1-2', 3-4', 5-6', and 6-7' can also be compared. Each pair presents the same features except time window constraints, that 40 minutes window is considered instead of no restriction at all. Again, when there are time restrictions, the number of vehicles needed increases so the number of stores visited per vehicle decreases, and also its load. However, as expected, the number of vehicles needed is lower than when just 30 minutes delivery time is available. Moreover, all pairs also present higher cost when 40 minute time restriction is considered, between 27% and 30%. Hence, the increment of cost is much lower than when just 30 minutes are considered. In this case, the effect of a uniform instant demand does not have great impact since all pairs present more or less the same increment of cost. Instance pair 1-2' presents 27% increment in total cost, pair 3-4'

29%, pair 5-6' 30% and finally pair 7-8' also 30% increment in the total cost when 40 minutes delivery time is established.

Again, the statements are just applicable given the parameters implemented. With other values the results and conclusions obtained may change.

Moreover, a detailed solution of the routes of every subproblem can be found in the appendix.

Finally, it is important to note that the most common heuristic improvements cannot be applied since time plays an important role. Hence, no improvements have been implemented.

8.4 Results comparison

In this section, it is explained why the results obtained by using an exact method and the heuristic cannot be compared.

The near-optimal solution found is obtained by means of a solver that gives a solution according to the objective function established. As explained in Section 4.5.2.3, the objective function does not just minimize the distance overcome but also punishes the use of a vehicle. Hence, there is a balance that the solver needs to take into account so the result will not probably be the one that results in lower distance travelled.

On the other hand, when implementing the heuristic, there is no restriction on the number of vehicles used and also no punishment for the use of one more vehicle. Hence, it just tries to optimize the distribution regarding distances, so the results should give shortest distance travelled.

Hence, it can be stated that, although using the same input data, since the aim is not exactly the same in both cases, both results cannot directly be compared.

In any case, it is interesting to observe that, although the near-optimal solution does not simply try to minimize the distance, when just the travel time cost is considered, it results a value of 3521.11 minutes. On the other hand, instance 7, the one that presents the

same input data as the instance solved by CPLEX, gives a result of 3418.05 minutes. Hence, although the heuristic gives a better result, the result obtained by the exact method is very close, which could suggest that the heuristic performs good enough.

Chapter 9: Conclusions and Future Work

9.1 Introduction

In this chapter, the resulting conclusions from the research investigation that has been carried out in the present master thesis are presented. These conclusions are divided in specific topics that have been studied in the distinct chapters. Moreover, the chapter also presents the main obstacles overcome when realizing the dissertation. To finish, this chapter contributes with several lines of research that could be used to orientate future research and application works.

9.2 Conclusions

In this section, the main conclusions withdrawn in the distinct chapters are presented.

9.2.1 Related to problem definition and modelling

Provisioning and replenishment of goods is essential for the success of Family Mart stores due to their size and features. Hence, the problem raised in this dissertation was to find a mathematical formulation to model the distribution of refrigerated products from the warehouse to the more than 450 Family Mart stores. Consequently, the problem was not just proposing a mathematical formulation but also implementing it, so a good routing distribution can be given.

In order to solve the problem, two resolution methods were proposed: optimal solution and heuristic method.

On one hand, two mathematical formulations were outlined in order to obtain the optimal solution: two-index formulation and three-index formulation. Both formulations have proved to give the same result. However, the number of variables, restrictions and computational time to obtain a solution using the three-index formulation is much greater than the two-index formulation. Hence, it can be stated that the two-index formulation is

more efficient than the three-index one.

On the other hand, since finding an optimal solution has a high computational cost, a heuristic formulation is also defined in order to obtain a near-optimal solution. The heuristic is capable to give a solution that seeks to minimize the total travelled cost but does not punish the use of a larger fleet of vehicles. Hence, the aim is different from the one considered in the optimal solution.

9.2.2 Related to the implementation

Both resolution methods needed to be implemented in order to obtain a solution. For that, since the data provided was not the one needed, data treatment was necessary. After all the directions from more than 450 Family Mart stores were obtained, a tool was developed using the Distance Matrix API from Google services to retrieve the travel time matrix.

Regarding the implementation, it can be stated that implementing the optimal solution with CPLEX was not complicated since the language used is similar to how the mathematical formulation is written. Moreover, it could also be proven that the two-index formulation is much more efficient than the three-index one. Concerning heuristic implementation, it can be stated that it was quite complicated to implement it in Matlab because of the complexity and loops of the formulation. However, in both implementations, the results obtained from the solvers needed to be treated. Hence, not only the computational time needed to be considered but also the time needed to treat every solution.

9.2.2.1 Optimal solution

In order to obtain the optimal solution for the problem raised, the problem needed to be divided since its size was too large, so the original problem was split into 6 smaller problems. Consequently, although the result gave the optimal solution for every subproblem, it cannot be stated that overall optimal solution was found.

The implementation of the three-index formulation resulted to prove that theoretically is a good model but, since it uses a high number of variables, it can only be implemented in small instances. Hence, three-index formulation could not be used to obtain a solution

for any of the subproblems raised.

On the other hand, the implementation of the two-index formulation was successful despite its high computational cost. The results obtained after 48 hours of running the solver were very similar to the one obtained after just running it for 5 hours. Consequently, it was imposed that just 5 hours would be enough to find a near-optimal solution for every subproblem. Therefore, without considering the treatment of the results, 30 hours were needed in order to get a solution for the overall problem. Hence, it can be stated that solving the problem raised by means of the optimal solution, although a near-optimal solution is given, is not efficient. Consequently, no assessment of the parameters used could be done.

The results from the different subproblems show that the cheapest or most expensive subproblem does not simply depend on the number of stores to be visited but mainly on their location. Consequently, although visiting a low number of stores, if the distances between them are high, a high cost results. Furthermore, if small clusters can be identified, although the distances between clusters can be large, overall cost is not that high. Finally, in order to obtain the routings for the problem raised, the routings and cost of every subproblem were added.

9.2.2.2 Heuristic

The implementation of the heuristic outlined, besides resulting to be easier to apply, is much more efficient since few seconds are needed in order to obtain a solution. Hence, different values for the demand, the instant of the demand and time window parameters were implemented in order to analyze their effect in the resulting routing.

The assessment of the demand to be delivered to every family store show that, when there are no time constraints, that is to say, when products can be delivered at any time, a non-uniform demand represents few savings, around 2%. Moreover, when delivery time is restricted, a non-uniform demand does not have any effect, since time restriction plays a more important role. Consequently, it can be stated that, in some cases, a non-uniform demand might represent savings, although not significant ones.

Regarding the impact of a uniform or non-uniform instant demand, that is to say, the

moment the products must be delivered, results show that a non-uniform instant demand always present lower cost. On one hand, if no restriction concerning time is considered, just few savings are obtained, around 2%. On the other hand, when time restrictions are taken into account, the results present significant savings when a non-uniform instant demand is considered, around 12%. Consequently, it can be stated that a non-uniform instant demand always represent savings, more significant ones when time restrictions are applied.

Finally, the implementation of the heuristic also allowed to assess the impact of time restriction, that is to say, implement a time window for every Family Mart store. As expected, results show that when time restrictions are considered, the cost increases significantly, from 40 to 55%, approximately. The increment is more notable when a uniform instant demand is considered, about 55%. On the other hand, the increment of cost is around 40% when a non-uniform instant demand is considered since deliveries can be more balanced in time. Moreover, as expected, when time is less restricted, the increase of the of cost is smaller. In fact, when there is less time limitation, a change in the instant demand does not have any effect, since results show the sam increment. Hence, it can be stated that the effect of a non-uniform instant demand is more significant when time is more restricted. Overall, it can be stated that time windows is the parameter with greater effects.

9.2.2.3 Comparison

Last but not least, it is important to pinpoint that, as explained, the results cannot be directly compared since both methods have similar but different aims. However, the results obtained by means of the optimal solution do not just minimize the distance but balances it with the number of vehicle used. Hence, it can be understood that the optimal solution found is somehow more restricted, so the cost will always be higher than if only the distance would be minimized. Bearing this in mind, the result obtained by means of the heuristic does not differ much. Hence, although it cannot be said that the heuristic is a good method that provides a near-optimal solution because it cannot be directly compared, it can be stated that it performs good enough.

9.3 Problems to overcome

Before giving some insights on how to orientate future research, it is important to note the main difficulties overcome in this dissertation.

The first and most important time has been the time. The topic of the dissertation was decided when the visit of the warehouse took place. Consequently, approximately just three months and a half were available in order to build the thesis, from reviewing the related literature, creating the models, implementing them, analyzing the results and finally writing the thesis.

A second but also important issue has been the language. It has mainly been an obstacle when the location of the more than 450 Family Mart stores needed to be found, since all the names of the stores and, of course, road names, were in Chinese.

Finally, it is important to point that the data treatment, mainly the location of the stores but also the creation of the travel time matrix, required a lot of time. Hence, out of the few months available, too much time was devoted to basic steps, but at the same time steps needed in order to move forward. Consequently, less time was available to focus on the implementation of the methods and the analysis of the results.

9.4 Further work

First of all, in order to address the performance of the heuristic method, the aim of the optimal solution method would need to be modified to just minimize the distance travelled. Hence, both results could be compared so the quality of the heuristic could be assessed.

Moreover, improvement heuristics could be implemented in order to enhance the performance of the heuristic proposed, so the solution obtained is closer to the optimal one.

Finally, it would be interesting to better automatize the data treatment after a solution is obtained. Consequently, more results could be obtained and the effect of every parameter could be further studied.

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Appendix

ID	Shop Name	Adress	ID	Shop Name	Adress
1	龙东大道店	Xiangke Road	41	北中路店	沪南路611-613号
2	盛夏路店	Naxian Road	42	莲园路店	上海市浦东新区世博大道1200号
3	盛夏路二店	龙东大道3000号1幢群楼102室	43	沪南公路二店	757号 Guo Zhan Lu
4	秋月路店	盛夏路2号	44	世博大道店	上海市浦东新区海阳路646号
5	益江路店	Haiqu Road	45	长清北路店	Shibo avenue metro station
6	张衡路二店	上海市浦东新区张江镇华夏中路393号	46	世博大道站店	Yaohua Road Station
7	海趣路店	Qiuyue Road	47	国展路店	地铁8号线杨思路站
8	祥科路店	浦东新区张江镇益江路372-374号	48	耀华路站店	上南路800弄9号1楼D区
9	纳贤路店	张衡路666弄	49	上南路店	Dongyu Road
10	海趣路二店	Haiqu Road	50	杨思路店	上海轨道交通八号线凌兆新村站8-101号
11	华夏中路店	上海市浦东新区盛荣路188弄1号102室	51	海阳路店	国展路388号
12	盛荣路店	上海市浦东新区张江镇孙桥路202号	52	杨思路站店	Sanlin East
13	孙桥路店	张江镇盛夏路500号	53	东育路店	杨思路911号~913号
14	英伦路店	Taizhong South Road	54	凌兆新村站店	上南路3877号
15	台中南路店	台北西路168号	55	三林站店	上南路3768-3776号
16	杨高北路店	浦东新区季景路13号	56	上南路五店	上海轨道交通二号线世纪公园站店2-115
17	富特西一路店	大同路358号	57	上南路六店	Century Park station
18	光明路店	清溪路217号底层	58	世纪公园站店	浦东新区花木路800号一层C区
19	新园路店	上海市浦东新区高荷路488号	59	世纪公园站二店	锦延路332号一座A室
20	夏碧路店	高桥镇夏碧路278号	60	花木路店	锦康路258号2层202A、202B
21	季景路店	Qiulan Road	61	锦延路店	崂山路715号1楼
22	大同路店	富特西一路479号	62	锦康路店	89 Hanqing Rd, Baoshan Qu,
23	清溪路店	上海市浦东新区启帆路436号一层A室	63	崂山店	福山路450号1B-1
24	高荷路店	No. 419, Guangming Road	64	浦电路站店	向城路17号
25	夏碧路三店	上海市浦东新区新园路128弄47号	65	双鸽大厦店	崂山路528号(紫金山大酒店内)
26	秋岚路店	浦东新区夏碧路26号	66	福山路店	福山路455号全华信息大厦一楼106室
27	启帆路店	东靖路669弄38号	67	向城店	826 Beijing E Rd, Huangpu Qu
28	东煦路店	4号线蓝村路站-4-104	68	紫金山店	Shanghai Science
29	蓝村路站店	上海市浦东新区峨山路91弄	69	福山路二店	二号线科技馆站2-101
30	峨山店	梅花路6号	70	科技馆站四店	迎春路763号(足浴)
31	梅花路二店	上海市浦东新区东绣路300号	71	科技馆站五店	民生路1518号A楼103室
32	东绣路二店	东建路217号	72	科技馆站二店	迎春路880号
33	东建路二店	36号 Jin An Dong Lu	73	金鹰大厦店	迎春路1130号
34	锦安东路店	Mu Dan Lu, Shiji GongYuan	74	迎春路三店	丁香路1197号(杏花楼)
35	东建路三店	地铁7号线芳华路站-7-101	75	迎春店	民生路1199弄1号
36	牡丹路店	芳华路511号(震轩)	76	迎春二店	羽山路402-406号
37	芳华路站店	莲溪路508号	77	丁香路店	民生路628号(航运科研大厦)
38	芳华路店	五星路364号	78	民生路六店	民生路628号(航运科研大厦)
39	莲溪路店	北中路187弄21号	79	羽山路二店	羽山路78号
40	五星路店	莲园路路190号	80	民生路五店	松林路289号

Table 1. Addresses of Shanghai Family Mart stores. Part 1.

ID	Shop Name	Adress	ID	Shop Name	Adress
81	张杨二店	浦东新区浦电路577号1楼01B室	141	浙江中路二店	霍山路9号底层
82	羽山店	线东陆路站	142	广西北路店	Tilanqiao Station
83	松林路店	东波路239号	143	广东路店二店	高阳路109号
84	葛洲坝大厦店	上海市浦东新区五莲路608号	144	福建中路店	四川北路479号
85	东陆路站店	五莲路697号	145	北京东路店	Tiantong Road station
86	东波路店	上海市徐汇区桂林路515号(钦江路,华利公寓,	146	长阳店	Dongbaoxing Road
87	五莲路二店	佳林路175号	147	霍山路店	四川北路1885号101-C
88	五莲路店	上海市浦东新区轨道交通12号线金京路站12-	148	提篮桥站店	上海轨道交通10号线四川北路站10-101
89	佳林路二店	上海轨道交通12号线申江路站	149	高阳路店	海宁路307号
90	佳林路店	浦东新区金高路1100号	150	四川北路店	黄浦路110号
91	金京路站店	金桥路1359号	151	天潼路站店	四川北路1495号
92	申江路站店	新金桥路27号	152	海伦路站店	大名路137号
93	金高路店	新金桥路230号	153	四川北路站店	上海市黄浦区云南南路260号1层
94	金桥路店	上海市浦东新区新金桥路230号	154	四川北路二店	人民路885号
95	新金桥二店	浙桥路200号J2-102	155	东宝兴路站店	(豫园街道) 人民路399号
96	川桥路店	地铁3号线赤峰路站3-206	156	四川北路五店	上海市静安区中华新路567号
97	新金桥三店	地铁3号线赤峰路站3-202	157	海宁路店	Laotaiping Long
98	新金桥路店	广灵一路40号	158	黄浦路店	金陵东路33号
99	浙桥路店	中山北路470号	159	大名路店	¿NOMBRE?
100	大柏树站店	天通庵路796号	160	云南南路二店	汉口路477~479号
101	赤峰路站二店	东江湾路444号5号门	161	人民路店	南京西路338号
102	赤峰路站店	祥德路139弄2号底层	162	人民路三店	凤阳路310号-1
103	广灵一路店	彰武路同济大厦A楼东侧	163	中华路三店	east nanjing road metro
104	中山北一路四店	花园路66弄1号102	164	老太平弄店	183 Shanxi S Rd
105	花园路店	8号线曲阳路站(6号口)	165	金陵东路二店	川图路300号
106	虹口足球场站店	玉田路333号	166	河南中路二店	上海轨道交通16号线野生动物园站16-101
107	天通庵路店	虹口区东体育会路411号(甲)	167	南京东路站店	Xuanzhong Road
108	虹口足球场店	地铁3号线江湾镇-3-201A	168	南京东路二店	Huinan station
109	祥德路店	上海市虹口区水电路1382号	169	汉口路店	Huinan station
110	四平路四店	轨道交通8号线虹口足球场站1001房	170	南京西路五店	人民东路2981-2983号
111	曲阳路站店	新市南路772号	171	凤阳路店	环城东路610号
112	玉田二店	平型关路130号	172	川图路店	祝桥镇东大街39号
113	东体育会路店	上海市虹口区车站南路434-4号	173	野生动物园站店	上海市浦东新区祝桥镇华星路337号
114	江湾镇站店	931 siping road	174	宣中路店	Chao Hui Lu, Pudong Xinqu, Shanghai Shi, Xir
115	车站北路店	天宝路556号101室	175	惠南站二店	东亭路519号
116	新市南路店	Ruihong Road	176	惠南站店	湖滨路222号
117	水电路店	上海市虹口区瑞虹路188号	177	人民东路三店	Huangpi south road station
118	车站南路店	临平路133号瑞虹新	178	人民东路二店	黄浦区淮海中路1号(淮海中路柳林路路
119	四平路站店	虹口区安国路350号	179	上飞路店	上海市黄浦区馆驿街42号
120	天宝路二店	飞虹路393号底层	180	千汇路店	上海市浦东新区千汇路557-559号
121	瑞虹路二店	临平路64号	181	百熙路店	Zhongshan East 2nd Road
122	瑞虹路店	临平北路55号一层C室	182	东大街店	浦东惠南镇人民东路2677-2681号
123	临平路站店	临平路64号	183	华星路店	百熙路366号
124	安国路店	大连路1548号	184	东亭路店	黄浦区四川南路32号
125	飞虹路店	延安东路550号	185	湖滨路店	河南中路505号-2
126	临平路店	延安东路588号	186	黄陂南路站店	四川中路435号
127	临平北路店	上海轨道交通二号线人民广场站2-135	187	普安路店	福州路53号
128	物华路店	上海市轨道交通一号线人民广场站1-114	188	淮海中路四店	Luheng road metro station
129	临平店	地铁2号线人民广场站2-107-109	189	馆驿街店	浦东新区杨高南路5678弄38号
130	大连路五店	南京西路108号	190	中山东二路店	上海市浦东新区周浦镇上海南路6881号
131	延安东路二店	Hongxiang Mansion	191	四川南路店	沪南公路3439弄15号1层1-2室
132	延安东路四店	北京西路3-5号	192	河南中路三店	康沈路1746号
133	人民广场站二店	Century Park station	193	四川店	南汇区周浦镇年家浜路237号
134	人民广场站三店	牛庄路781号	194	福州店	年家浜路235号
135	人民广场站店	浙江中路454号	195	芦恒路站店	上海市浦东新区秀沿路1181号
136	南京西路六店	上海市黄浦区西藏中路500号思源商厦1层	196	杨高南路二店	秀沿路2575-1号
137	鸿祥大厦店	广东路495号	197	上南路七店	关岳路155号
138	新金桥广场店	福建中路363号	198	沪南公路店	上海市浦东新区川周公路2876号附近
139	西藏中路店	北京东路786号	199	关岳西路店	中山南一路302号
140	牛庄路店	长阳路245号	200	康沈路店	蒙自路527号

Table 2. Addresses of Shanghai Family Mart stores. Part 2.

ID	Shop Name	Address	ID	Shop Name	Address
201	康沈路店	小木桥路316号	261	建中路店	乳山路209号
202	年家浜路店	制造局路287号	262	建中路二店	上海市浦东新区张江镇紫薇路693号
203	年家浜路二店	lujiaband road station	263	紫薇路店	Boxia Road
204	周市路店	264号 Zhou Zhu Gong Lu	264	博霞路店	碧云路1146号
205	关岳路店	lujiaband road station	265	碧云店	浦电路438号106A室
206	年家浜东路店	瑞金二路388号	266	银山路店	张杨路1592号
207	周园路店	瑞金二路197号	267	张杨路九店	张杨路1681-2号
208	周祝公路店	瑞金二路130号乙	268	栖山路店	上海市浦东新区云雅路392号1层
209	秀沿路二店	年家浜东路159弄65号	269	博山东路店	yuyuan garden station
210	秀沿路店	瑞金二路33号	270	德平路店	宁海东路232号
211	川周公路店	周园路1501号-3-4室（周浦医院对面）	271	德平路二店	云南中路53-55号
212	中山南一路二店	西藏南路1739弄	272	灵山路店	Dashijie station
213	蒙自路店	浦东新区（六里）东三里桥路1018号AB座1层	273	灵山路二店	Dashijie station
214	斜土路八店	建国西路135号（靠近陝西南路）	274	陆家嘴环路店	金陵中路87号
215	制造局路店	上海市浦东新区浦三路61号	275	浦东大道店	淮海中路300号
216	陆家浜路站店	Gaoke West Road Station	276	乳山路二店	建国中路10号8号楼8102, 8103室
217	陆家浜路站二店	浦建路727号	277	张杨三店	世纪大道1600号
218	瑞金路二店	浦建路145号	278	张杨六店	浦东大道1号
219	瑞金二路店	南泉路1358号	279	来安路店	银城路9,55,99号
220	瑞金店	浦东南路2100号一层南	280	云雅路店	Hesha hangcheng station
221	瑞金二路六店	临沂北路150弄2号	281	豫园站店	英伦路889号
222	建西店	Lancun Road 48	282	宁海东路店	崂山路56号
223	西藏南路八店	Lushan Road	283	云南店	浦东大道720号B1
224	东三里桥路店	东方路989号105室	284	大世界站店	东方路18号103室
225	浦三路店	杨高南路428号B2层01室	285	大世界站二店	陆家嘴环路958号
226	高科西路站店	陆家浜路1055号面包房	286	黄陂北路店	银城中路8号
227	浦建路三店	西藏南路916号	287	重庆北路店	陆家嘴西路168号B1层21-22
228	强生大厦店	瑞金二197号瑞金医院15号楼	288	金陵中路店	富城路99号
229	南泉路二店	徐家汇路618号	289	淮海中路三店	银城中路501号
230	浦东南路四店	Dapuqiao station	290	建国中路店	银城中路488号
231	临沂北路店	斜徐路579号	291	世纪大道二店	世纪大道100号上海环球
232	蓝村路二店	鲁班路400弄9号	292	船舶大厦店	上海市浦东新区上丰路1288号
233	峨山路二店	中山南一路922号107室	293	银城路店	Yanggao North Road station
234	东方店	鲁班路357号	294	新上海国际大厦店	Jufeng Road Station
235	杨高南路店	局门路436号	295	世纪大道店	新行路
236	陆家浜路店	丽园路506号	296	崂山路四店	俱进路67号
237	西藏南路四店	制造局路1号	297	航运大厦店	Caolu pudong
238	瑞金二路二店	上海市浦东新区松涛路560号	298	保利广场店	顾唐路136号
239	徐家汇路一店	科苑路399号	299	华能大厦店	金海路2727号
240	打浦桥站店	金科路2966号	300	银城中路店	上海市浦东新区民耀路453号1-2层
241	斜徐路店	哈雷路918号	301	正大广场店	上海市浦东新区民耀路235号1层
242	鲁班路二店	华佗路280弄31号1楼	302	震旦店	上川路1111号
243	中山南一路店	华佗路562号564号	303	银城中路二店	上海市浦东新区曹路镇民雨路390号1楼10
244	鲁班路四店	华佗路1号	304	太平金融大厦店	上丰路1838号
245	局门路二店	科苑路201号	305	环球金融中心二店	仁庆路388号
246	局门三店	李时珍路421号	306	上丰路二店	浦东新区新德路977号
247	丽园路店	郭守敬路669号	307	杨高北路站店	华夏二路651号
248	丽园路二店	晨辉路1000号	308	巨峰路站店	新川路589号
249	制造局路二店	建中路254号	309	新行路店	新川路236号
250	松涛路店	银山路363号1层	310	俱进路店	5095 Chuansha Rd
251	创新园店	上海市浦东新区枣庄路567号附近	311	金海路四店	Chuansha station
252	金科路二店	上海市浦东新区栖山路1638号	312	顾唐路店	上海市浦东新区新川路911号
253	哈雷路店	博山东路140号	313	金海路店	Chuanhuang Rd
254	华佗路四店	德平路26号	314	民耀路店	翔川路409号
255	华佗路二店	德平路1145号	315	民耀路二店	南桥路977号
256	华佗路三店	建中路103号	316	上川路店	进贤路192号
257	科苑路店	灵山路仁济北院	317	民雨路店	浦东新区川沙镇新德路637号
258	日月光店	上海市浦东新区灵山路721号1层	318	上丰路店	上海市浦东新区瑞浦路612弄11幢28号-1
259	郭守敬店	浦东新区陆家嘴环路1318号B107室	319	仁庆路店	张江路18号4楼
260	晨晖路店	浦东大道1022号	320	龙柱路店	丽园路867号

Table 3. Addresses of Shanghai Family Mart stores. Part 3.

ID	Shop Name	Address	ID	Shop Name	Address
321	新德路店	上海市浦东新区航头路1115号附近	381	长岛路店	Shanghai Pudong International Airport Termini
322	华夏二路店	Jiang Wen Road 70	382	兰城路店	Shanghai Pudong International Airport Termini
323	新川路二店	3872 Shendu Hwy	383	博兴路三店	Cifu Pudong Airport Station
324	新川路店	浦锦路309弄165号	384	五莲路三店	Shanghai Pudong International Airport Termini
325	川沙路店	上海市闵行区浦驰路195-199号	385	利津路店	Cifu Pudong Airport Station
326	川沙站店	江月路1850弄1号1层A02-01	386	武进路店	浦东南路1529号
327	川环南路店	浦东新区(三林)永泰路182号	387	四川北路九店	成山路288号
328	川黄路店	永泰路499号	388	四川北路十店	祖冲之路2288弄
329	翔川路店	环林东路283号	389	东宝兴路店	上南路1489-1号
330	南桥路二店	御桥路268号	390	东宝兴路二店	浦东南路3917号
331	进贤路店	御桥路1966号	391	宝通店	上海市浦东新区板泉路2180号
332	新德路二店	张东路1558号	392	赤峰路二店	成山路2164号
333	唐镇路店	张江路18号	393	甘河路店	成山路2583-2585号
334	瑞浦路店	东建路909号	394	逸仙路二店	上海市浦东新区下南路大华·锦绣华城11幢
335	鹤沙航城站店	兰花路231号	395	逸仙路三店	上海市浦东新区盛夏路58弄23号
336	沪南公路四店	银霄路288号1层	396	万安店	浦东新区(北蔡)北艾路897号
337	航头路店	上海市浦东新区梅花路776号	397	中山北一路三店	青桐路181号
338	江文路店	花木路1378号	398	迎宾大道二店	浦东南路855号1层1D座(世界广场内)
339	昌达路店	祖冲之路2889弄	399	迎宾大道七店	龙阳路2345号E馆
340	浦锦路店	南车站路356号	400	迎宾大道六店	龙阳路2345号
341	浦驰路店	西藏南路1521号	401	迎宾大道五店	东昌路459号
342	江月路店	西藏南路1485号1层	402	迎宾大道三店	浦东南路1101号1层A6
343	永泰路三店	瞿溪路1005号	403	浦东机场三店	南泉北路1029号1层
344	永泰路二店	打浦路208号	404	浦东机场二店	张杨路500号1层119室
345	环林东路店	雁荡路92号	405	浦东机场店	潍坊西路56号
346	御桥路二店	雁荡路20号	406	祖冲之路二店	浦电路337号
347	御桥路店	四川北路1350号109室	407	盛夏路三店	东方路912号
348	张东路店	中华路1302-1304号	408	青桐路店	张杨路1041号
349	中芯二店	上海市黄浦区陆家浜路770号(陆家浜路与河滨路交界)	409	浦东南路六店	张杨路2057号
350	中芯店	中华路856号一层	410	成山路店	民生路600号
351	梅花路店	金坛路30号	411	上南二店	苗圃路162号
352	兰花路店	上海市浦东新区金皖路56号	412	浦东南路五店	浦东新区博山路122号
353	银霄路店	金海路1000号	413	板泉路店	张杨路640号
354	梅花路三店	新金桥路1888号	414	成山路二店	浦东新区陆家嘴环路1318号B107室
355	花木路二店	上海市浦东新区金豫路450号	415	成山路三店	Longyang Road Station
356	金科路三店	黄浦区大吉路277号	416	下南路店	崂山路600号一层D区
357	南车站路店	浦东新区金湘路201弄17号一层	417	北艾路店	上海市浦东新区浦建路218号
358	西藏南路二店	新金桥路1088号B104室	418	芳甸路店	上海市浦东新区东方路1630号3号楼B1层4
359	西藏南路六店	上海市浦东新区金高路1802号	419	博览中心二店	方斜路18号
360	瞿溪路店	博兴路1479-1484号	420	博览中心店	尚文路191号
361	打浦路三店	博兴路907号底层	421	潍坊店	上海市黄浦区普育西路国货路309号
362	南昌路店	上海市浦东新区荷泽路630号	422	浦东南路店	Bibo Road
363	雁荡路店	上海市浦东新区长岛路748号	423	东昌路店	祖冲之路899号
364	吉安路店	兰城路239号	424	浦东南路二店	天宝路881号2号楼101
365	大吉路店	Boxing Road Station	425	南泉北路店	河南南路33号
366	中华路二店	上海市浦东新区五莲路1703号	426	张杨路八店	福山路500号
367	陆家浜路二店	宁桥路888号	427	张杨店	Jinhai road station
368	中华路店	利津路1297号	428	崂山三店	万安路521号
369	金坛路店	武进路288号	429	浦电路二店	浦电路337号
370	金皖路店	浦东新区川桥路401号	430	东方三店	东方路912号
371	金海路二店	年家浜路346号	431	张杨四店	张杨路1041号
372	新金桥路四店	东宝兴路249号	432	张杨路七店	张杨路2057号
373	金豫路店	上海市虹口区甘河路191号	433	民生路四店	民生路600号
374	宁桥路店	逸仙路17号	434	苗圃路店	苗圃路162号
375	金湘路店	曲阳路930号A幢105室	435	博山路店	浦东新区博山路122号
376	中惠广场店	万安路243号1楼	436	浦东南路七店	西藏南路1208号
377	金沪路店	Zhongshan North Road	437	龙阳路站三店	Longyang Road Station
378	博兴路店	Shanghai Pudong International Airport Terminal 2	438	浦建路四店	上海市浦东新区浦建路218号
379	博兴路二店	Pudong Airport Terminal 2	439	东方路四店	上海市浦东新区东方路1630号3号楼B1层4
380	荷泽路店	Pudong Airport Terminal 2	440	方斜路店	方斜路18号

Table 4. Addresses of Shanghai Family Mart stores. Part 4.

ID	Shop Name	Adress	ID	Shop Name	Adress
441	尚文路店	尚文路191号	446	天宝路店	物华路308号 底层
442	西藏南路三店	西藏南路1208号	447	河南南路二店	关岳西路13号
443	国货路店	上海市黄浦区普育西路国货路309号	448	城建店	局门路541号
444	碧波路店	Bibo Road	449	金海路三店	康沈路1935号
445	祖冲之店	祖冲之路899号	450	万安路二店	花木街道芳甸路1201号

Table 5. Addresses of Shanghai Family Mart stores. Part 5.

Route 1	Nodes	7	20	48	8	11	6	4	5	16	3	56	57					
	Arrival time	37.12	39.55	45.05	50.18	51.4	55.68	59.33	59.33	61.71	67.29	73.62	76.8					
	Vehicle load	13	29	43	57	73	83	93	102	113	126	138	151					
Route 2	Nodes	28	33	61	23	24	25	27	26	32	29	30	12	14	15	55	58	13
	Arrival time	25.37	32.24	35.86	36.84	38.62	39.32	41.92	44.75	44.95	44.95	46.75	51.8	55.88	56.48	69.12	74.87	82.8
	Vehicle load	8	20	30	44	55	66	75	87	99	111	121	130	142	157	170	185	195
Route 3	Nodes	17	21	18	19	62	59	2										
	Arrival time	22.47	36.29	37.59	39.64	41.79	43.46	64.11										
	Vehicle load	11	24	36	49	60	73	82										
Route 4	Nodes	35	34	39	38	47	46	31	37	36								
	Arrival time	45.8	49.27	58.47	60.2	63.8	64.9	69.39	81.52	85.1								
	Vehicle load	15	26	38	51	64	78	89	98	111								
Route 5	Nodes	44	9	10	43	53	52	42	50	51	41	49	45	40	22	54	60	
	Arrival time	39.91	46.51	49.46	52.84	55.67	56.04	57.74	58.71	59.04	59.04	59.49	61.62	65.64	67.54	72.51	85.56	
	Vehicle load	9	21	36	51	65	76	90	102	115	129	141	157	165	178	191	199	

Table 6. Routing detail of Group 1 (Yellow).

Route 1	Nodes	26	16	25	36	24	20	66	93	23	73	37	22	38	15	4	
	Arrival time	32.37	34.89	37.36	39.38	39.86	46.24	51.94	53.32	54.22	57.27	61.24	63.97	66.95	70.87	84.21	
	Vehicle load	12	23	34	47	58	74	85	97	111	123	132	145	158	173	183	
Route 2	Nodes	27	71	72	28	10	9	8	7	6	69	70	67	35	65		
	Arrival time	31.68	34.7	36.03	39.81	40.44	42.56	44.68	44.68	44.68	48.86	48.86	49.98	54.56	69.33		
	Vehicle load	9	20	33	41	56	68	82	95	105	118	128	139	154	172		
Route 3	Nodes	42	91	63	60	61	40	79	62	86	64	44	43	19	89	83	56
	Arrival time	25.4	27.83	30.63	33.65	34.58	41.71	42.96	45.93	48.28	48.58	52	52	58.2	60.8	63.87	73.62
	Vehicle load	14	29	39	47	57	65	78	89	100	112	121	136	149	161	173	196
Route 4	Nodes	48	81	82	30	74	29	31	32	18							
	Arrival time	31.58	33.35	34.15	36.53	37.68	40.76	44.16	79.74	81.31							
	Vehicle load	14	26	35	45	58	70	81	93	105							
Route 5	Nodes	59	57	58	39	50	77	78	76	92	51	90	85	84	52		
	Arrival time	25	26.47	29.37	31.52	35.15	37.75	38.03	40.81	43.24	45.79	48.39	50.76	73.62	75.54		
	Vehicle load	13	26	41	53	65	75	86	101	113	126	138	148	159	170		
Route 6	Nodes	80	45	47	55	54	41	3									
	Arrival time	28.6	34.8	34.8	43.57	45.07	51.49	84.87									
	Vehicle load	13	29	42	55	68	82	95									
Route 7	Nodes	87	88	21	34	33	5	68	14	12	13	17	2	11	53	49	46
	Arrival time	27.59	30.46	34.03	38.3	40.87	43.12	44.04	48.24	48.92	50.15	53.32	53.49	55.47	67.24	71.21	73.66
	Vehicle load	9	20	33	44	56	65	76	88	97	107	118	127	143	157	169	183

Table 7. Routing detail of Group 2 (Brown).

Route 1	Nodes	10	73	37	72	14	81	74	52	46	34	50	51	41	78	76	26	
	Arrival time	60.93	31.4	52	33.16	22.12	59.64	26.87	67.86	73.34	57.72	45.12	63.83	51.37	60.36	20.65	60.58	
	Vehicle load	15	27	36	49	61	73	86	97	111	122	134	147	161	172	187	199	
Route 2	Nodes	13	15	12	82	11	17	16	8	4	5	9	7	6	30	61	60	64
	Arrival time	45.37	32.87	46.57	35.42	25.57	51.84	22.72	64.68	41.99	58.67	55.84	65.21	59	70.64	69.58	63.69	70.38
	Vehicle load	10	25	34	43	59	70	81	95	105	114	126	139	149	159	169	177	200
Route 3	Nodes	39	77	25	44	43	18	24	27	28	29	45	19	20	21	22		
	Arrival time	39.44	82.62	65.07	63.85	23.38	51.84	73.96	85.14	67.37	69.67	61.28	64.72	78.27	79.1	80.88		
	Vehicle load	12	22	33	42	57	69	80	89	97	109	125	138	154	167	180		
Route 4	Nodes	47	68	54	67	66	49	48	53	40	79	55	56	58	57	59	23	
	Arrival time	48.99	31.77	49.12	35.04	72.45	47.65	25.63	43.96	55.69	74.08	27.8	54.95	61.87	57.17	60.5	82.93	
	Vehicle load	13	24	37	48	59	71	85	99	107	120	133	145	160	173	186	200	
Route 5	Nodes	75	42	70	69	71	38	3	2	36	31	32	33	80	35	63	65	
	Arrival time	36.39	69.78	31.51	26.38	30.73	28.35	49.98	0	64.56	65.21	54.32	56.95	51.37	59.63	74.38	77.66	
	Vehicle load	11	25	35	48	59	72	85	94	107	118	130	142	155	170	180	198	

Table 8. Routing detail of Group 3 (Green).

Route 1	Nodes	26	25	20	21	19	66	65	47	13	14	16	17	3	15
	Arrival time	19.27	21.04	25.14	27.32	30.45	33.57	34.69	40.72	46.47	49.85	62.85	68.03	83.08	93.16
	Vehicle load	12	23	39	52	65	76	94	107	117	129	140	151	164	179
Route 2	Nodes	44	43	42	40	39	38	32	36	33	34	37	35	31	30
	Arrival time	20.33	24.98	30.25	37.08	38.88	41.26	44.86	49.56	52.33	53.43	56.36	56.78	60.51	73.75
	Vehicle load	9	24	38	46	58	71	83	96	108	119	128	143	154	164
Route 3	Nodes	52	51	49	50	41									
	Arrival time	53.49	62.72	68.55	78.43	88.43									
	Vehicle load	11	24	36	48	62									
Route 4	Nodes	53	54	57	55	56	18	48	28						
	Arrival time	29.65	39.15	44.6	48.45	50.57	68	74.55	84.28						
	Vehicle load	14	27	40	53	65	77	91	99						
Route 5	Nodes	61	46	60	59	58	24	22	23						
	Arrival time	17.78	44.33	48.8	54.47	56.77	65.65	69.48	73.96						
	Vehicle load	10	24	32	45	60	71	84	98						
Route 6	Nodes	68	71	72	69	70	11	12	7	6	10	8	9	62	
	Arrival time	44.15	51.85	53.78	57.38	61.31	64.24	67.42	72.3	73.4	78.4	80.63	84.11	91.51	
	Vehicle load	11	22	35	48	58	74	83	96	106	121	135	147	158	
Route 7	Nodes	74	63	64	75	73	29	45	67	2	4	5	27		
	Arrival time	14.61	16.81	18.01	21.44	25.16	32.83	41.75	50.87	65.27	69.97	72.62	74.17		
	Vehicle load	13	23	35	46	58	70	86	97	106	116	125	134		

Table 9. Routing detail of Group 4 (Blue).

Route 1	Nodes	12	14	27	66	68	22	62	63	61	64	65	67		
	Arrival time	16.84	18.72	36.62	49.07	49.07	63.35	71.02	71.02	72.45	72.45	72.45	84.41		
	Vehicle load	9	21	30	41	52	65	76	86	96	108	126	137		
Route 2	Nodes	21	18	19	16	17	2								
	Arrival time	35.54	41.22	41.22	54.8	73.64	100.41								
	Vehicle load	13	25	38	49	60	69								
Route 3	Nodes	43	50	45	53	46	47	51	48	49	52	15	25	6	23
	Arrival time	11.1	23.26	24.69	28.27	31.1	35.15	36.53	40.96	40.96	43.54	53.04	66.34	58.88	73.89
	Vehicle load	15	27	43	57	71	84	97	111	123	134	149	160	139	186
Route 4	Nodes	56	55	44	11	8	10	9	38	42	31	6	3	4	5
	Arrival time	10.99	21.69	25.19	35.44	35.44	36.99	38.67	45.44	47.11	50.56	58.88	60.85	69.75	72.62
	Vehicle load	12	25	34	50	64	79	91	104	118	129	139	152	162	171
Route 5	Nodes	57	70	69	71	35	20	54	13						
	Arrival time	9.36	12.53	19.32	22.82	32.59	53.54	60.57	82.8						
	Vehicle load	13	23	36	47	62	78	91	101						
Route 6	Nodes	59	58	40	39	60	37	36	30	73	29	28	72	34	32
	Arrival time	17.1	17.1	20.17	21.15	24.88	27.95	45.74	48.36	49.64	51.46	52.76	54.68	59.63	62.75
	Vehicle load	13	28	36	48	56	65	78	88	100	112	120	133	144	156

Table 10. Routing detail of Group 5 (Red).

Route 1	Nodes	15	5	8	9	10	11	12	13	14	6	7			
	Arrival time	15.92	26.2	32.32	33.99	38.02	41.54	43.77	47.14	52.79	68.84	75.84			
	Vehicle load	15	24	38	50	65	81	90	100	112	122	135			
Route 2	Nodes	23	24	41	68	69	18	17	42	16	44	43	3	2	4
	Arrival time	10.73	24.58	27.8	28.82	31.05	35.92	36.9	41.1	46.63	63.18	64.95	72.81	77.96	84.21
	Vehicle load	14	25	39	50	63	75	86	100	111	120	135	148	157	167
Route 3	Nodes	29	28	30	62	21	61	55	56	54	59	58	57	25	60
	Arrival time	23.7	23.7	25.55	31.35	34.87	35.64	40.54	42.92	45.24	47.82	51.94	52.72	56.57	61.14
	Vehicle load	12	20	30	41	54	64	77	89	102	115	130	143	152	163
Route 4	Nodes	32	37	70	35	36	34	33	20	19	66	67	65	63	64
	Arrival time	12.4	18.48	23.85	27.78	49.07	54.45	60.52	64.95	66.38	67.58	70.53	72.45	76.01	77.66
	Vehicle load	12	21	31	46	59	70	82	98	111	122	133	151	161	173
Route 5	Nodes	48	49	51	45	50	22	71	46	47	38	40	39	52	53
	Arrival time	6.43	10.28	14	17.17	19.87	23.7	29.08	33.91	37.26	65.29	68.27	74.17	75.54	83.44
	Vehicle load	14	26	39	55	67	80	91	105	118	131	139	151	162	176

Table 11. Routing detail of Group 6 (Purple).

Route 1	Nodes	1	156	105	108	390	389	154	387	153	388	386	157	151	192	167	144
	Arrival time	2.4	17.5	25.28	26.5	34.5	34.87	36.57	37.54	37.87	37.87	38.32	40.45	45.43	47.51	47.99	50.86
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 2	Nodes	306	280	318	319	180	181	182	183	175	176	178					
	Arrival time	7.8	11.88	13.25	21.15	44.65	46.75	51.22	56.89	72.47	72.47	78.05					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132					
Route 3	Nodes	279	317	311	316	315	91	372	375	370	374	373					
	Arrival time	9.08	15.31	18.48	21.18	24.38	29.56	37.09	39.57	43.44	46.69	47.47	51.32	64.39	65.41	68.59	71.77
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 4	Nodes	320	325	326	329	330	323	327	322	321	332	324	328	399	400	398	401
	Arrival time	9.65	22.45	22.45	25.03	28.6	31.43	34.18	35.61	38.53	42.03	47.25	48.63	71.05	71.05	72.48	72.48
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 5	Nodes	348	406	263	262	261	356	445	444	190	189	131	132	283	142	140	141
	Arrival time	5.75	8.17	10.4	14.15	15.13	18.86	22.48	24.9	41.62	44.19	45.97	46.42	47.34	51.54	52.22	53.45
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 6	Nodes	314	312	313	449	371	90	377	93	307	384	28	450	396			
	Arrival time	6.43	9.15	12.5	22.3	29.82	35.95	36.72	42.52	45.74	46.76	54.53	76.75	78.42			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156			
Route 7	Nodes	407	4	2	5	3	253	6	255	254	256	251	250	257	128	158	159
	Arrival time	6.52	11.22	15.09	17.06	19.39	27.47	33.25	36.61	38.72	41.4	47.82	49.12	50.57	73.72	73.72	74.85
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 8	Nodes	408	259	252	260	264	9	8	7	10	210	207	206	204	202	200	201
	Arrival time	7.07	13.44	16.24	18.84	20.51	28.78	30.46	32.53	32.53	45.25	55.12	56.92	60	60.42	63.22	64.32
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 9	Nodes	408	13	335	334	336	337										
	Arrival time	7.33	9.21	43.68	52.96	59.11	70.13										
	Vehicle load	12	24	36	48	60	72										
Route 10	Nodes	408	89	104	155	391	107	119	152								
	Arrival time	7.73	46.15	63.37	66.49	69.22	70.87	76.95	79.13								
	Vehicle load	12	24	36	48	60	72	84	96								
Route 11	Nodes	349	350	258	289	185	187	188	160	161	440	364	284	285	282	143	169
	Arrival time	7.67	7.67	13.57	36.6	39.68	43.08	46	47.57	49.92	52.52	55.59	61.07	61.07	62.19	67.07	68.67
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 12	Nodes	94	87	382	383	381	88	379	380	378	309	310	24	23	22	21	25
	Arrival time	9.33	15.21	16.41	19.36	21.28	23.75	26.85	28.5	32.73	40.91	42.68	54.05	56.28	59.8	63.88	65.51
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 13	Nodes	376	95	265	81	423	305	303	302	301	304	299	294	230	295	274	436
	Arrival time	9.42	11.52	15.24	28.01	37.49	41.94	44.76	48.31	51.23	55.26	59.84	61.57	62.69	65.06	68.79	68.79
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 14	Nodes	97	98	99	149	148	146	150	168	70	145	136	133	134	135	286	287
	Arrival time	9.65	9.65	11.5	36.58	40.16	41.58	49.85	55.27	59.07	61.15	65.25	67.37	67.37	67.37	72.45	73.78
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 15	Nodes	92	14	16	20	17	26	27	15	19	18						
	Arrival time	10.73	19.65	25.9	32.22	35.09	45.44	51.94	58.82	65.2	72.38						
	Vehicle load	12	24	36	48	60	72	84	96	108	120						
Route 16	Nodes	267	269	270	297	292	424	300	447	166	193	165	288	194	162	177	
	Arrival time	10.95	15.87	18.59	29.84	36.52	39.09	40.51	49.04	49.94	53.92	56.65	61.37	64.39	70.56	76.04	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	
Route 17	Nodes	266	268	298	293	296	439	430	428	425	427	68	63	429	65	67	69
	Arrival time	12.4	19.75	33.75	36.72	41.7	47.98	48.95	52.18	54.18	55.83	57.6	61.15	62.45	64.95	66.83	67.43
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 18	Nodes	271	73	79	277	433	80	426	412	421	422	127	126	129	123	122	121
	Arrival time	12.43	20.38	20.73	24.11	26.93	27.15	36.55	39.43	40.43	45.96	57.69	59.51	59.51	59.71	60.64	61.34
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 19	Nodes	420	353	58	59	139	60	354	36	31	32	62	61	71	72	66	448
	Arrival time	12.88	15.28	18.98	18.98	18.98	19.51	20.98	23.06	26.61	26.94	28.87	32.49	36.12	36.12	43.44	43.94
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 20	Nodes	418	355	351	352	437	419	33	232	29	409	281	331				
	Arrival time	14.75	19.45	24.13	26.76	30.04	33.76	41.94	48.49	50.51	56.16	65.84	74.56				
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144				
Route 21	Nodes	40	39	41	42	43	37	38	416	417	414	415	413	12	48	45	47
	Arrival time	15.3	18.78	21.23	26.43	29.61	30.49	31.11	39.43	41.36	44.96	48.89	57.27	67.3	73.83	77.26	79.03
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 22	Nodes	35	227	228	438	229	231	224	44	243	46	34	170	137			
	Arrival time	15.75	22.3	24.93	26.9	29.8	33.43	36.45	45.1	54.48	58.1	70.05	73.15	77.42			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156			
Route 23	Nodes	347	344	343	195	233	340	341	342	339							
	Arrival time	15.72	29.42	31.72	39.87	48.67	63.52	65.64	71.39	79.87							
	Vehicle load	12	24	36	48	60	72	84	96	108							
Route 24	Nodes	347	431	276	147	120	446	130	111	109	113	103	106	117	163		
	Arrival time	15.92	20.65	23.38	29.06	37.74	38.72	41.72	45.49	48.44	53.01	57.01	63.23	70.15	75.65		
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168		
Route 25	Nodes	435	434	275	278	82	83	84	291	74	75	76	77	78	30	234	124
	Arrival time	15.92	19.3	26.68	30.8	34.93	37.23	38.2	40.9	45.83	46.66	48.44	50.49	53.91	59.91	62.61	74.59
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192

Table 12. Routing detail of Instance 1. Part 1.

Route 26	Nodes	172	184	403	405	179	402	404										
	Arrival time	15.98	27.91	40.36	40.36	54.64	63.74	63.74										
	Vehicle load	12	24	36	48	60	72	84										
Route 27	Nodes	272	273	235	196	226	223	215	248	247	241	361	222	218	220	363	362	
	Arrival time	16.2	17.38	22.96	29.24	35.16	44.54	50.07	51.39	53.56	55.96	57.49	64.04	67.81	67.81	72.68	73.46	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192	
Route 28	Nodes	211	208	205	199	203	198	197	338									
	Arrival time	16.63	30.18	41.36	44.96	49.66	54.16	56.64	74.74									
	Vehicle load	12	24	36	48	60	72	84	96									
Route 29	Nodes	56	411	410	52	219	238	221	290	239	214	242	244	367	249	365	237	
	Arrival time	16.98	21.81	22.93	28.48	40.41	40.41	45.16	49.24	52.36	58.78	67.93	70.11	74.19	74.49	76.39	78.31	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192	
Route 30	Nodes	346	225	345	53	138	171	191	164	369	368	441	366					
	Arrival time	17.78	20.45	24.92	34.37	48.99	54.56	62.49	66.14	69.69	72.56	75.63	78					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144					
Route 31	Nodes	57	55	51	50	186	240	442	216	217	245	246	213	360	212			
	Arrival time	19.27	23.45	28.5	33.1	49.9	56.15	63	65.68	65.68	70.65	71.58	73.66	74.91	79.58			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168			
Route 32	Nodes	54	49	209	359	357	443	236										
	Arrival time	19.33	27.03	43.13	67.75	70.53	72.96	75.51										
	Vehicle load	12	24	36	48	60	72	84										
Route 33	Nodes	394	116	115	118	100	101	102	112	392	110	395	393					
	Arrival time	20.27	24.42	26.47	27.77	32.24	38.77	38.77	42.84	46.52	55.79	62.07	67.44					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144					
Route 34	Nodes	114	397	64														
	Arrival time	22.47	46.07	70.17														
	Vehicle load	12	24	36														
Route 35	Nodes	358	125															
	Arrival time	22.47	43.55															
	Vehicle load	12	24															
Route 36	Nodes	174	173															
	Arrival time	25.52	33.45															
	Vehicle load	12	24															

Table 13. Routing detail of Instance 1. Part 2.

Route 1	Nodes	1	156	105	108	107												
	Arrival time	25	40.1	47.88	49.1	54.68												
	Vehicle load	12	24	36	48	60												
Route 2	Nodes	306	280	318	319	184												
	Arrival time	25	29.08	30.45	38.35	54.9												
	Vehicle load	12	24	36	48	60												
Route 3	Nodes	279	317	311	316	315	91	372										
	Arrival time	25	31.23	34.4	37.1	40.3	45.48	53.01										
	Vehicle load	12	24	36	48	60	72	84										
Route 4	Nodes	320	325	326	329	330	323	327	322	321								
	Arrival time	25	37.8	37.8	40.38	43.95	46.78	49.53	50.96	53.88								
	Vehicle load	12	24	36	48	60	72	84	96	108								
Route 5	Nodes	348	406	263	262	261	356	445	444	250	251	257	258	252				
	Arrival time	25	27.42	29.65	33.4	34.38	38.11	41.73	44.15	46.07	47.35	48.47	51.32	53.94				
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156				
Route 6	Nodes	314	312	313	449	371	375											
	Arrival time	25	27.72	31.07	40.87	48.39	53.26											
	Vehicle load	12	24	36	48	60	72											
Route 7	Nodes	407	190	189														
	Arrival time	25	50.93	53.5														
	Vehicle load	12	24	36														
Route 8	Nodes	408	259	255	254	256	6	260										
	Arrival time	25	31.37	39.44	41.36	44.04	49.46	54.44										
	Vehicle load	12	24	36	48	60	72	84										
Route 9	Nodes	11	13	8	9	7	10	210										
	Arrival time	25	26.88	35.16	36.84	38.41	38.41	51.13										
	Vehicle load	12	24	36	48	60	72	84										
Route 10	Nodes	333	324	328	332													
	Arrival time	25	37.08	38.46	44.99													
	Vehicle load	12	24	36	48													
Route 11	Nodes	349	350	128	158	159												
	Arrival time	25	25	52.15	52.15	53.28												
	Vehicle load	12	24	36	48	60												
Route 12	Nodes	3	2	5	253	264	418											
	Arrival time	25	25.65	27.62	35.75	41.13	53.01											
	Vehicle load	12	24	36	48	60	72											
Route 13	Nodes	4	42	43	37	38	41											
	Arrival time	25	42.55	45.73	46.61	47.23	53.33											
	Vehicle load	12	24	36	48	60	72											
Route 14	Nodes	94	85	86	308	385	384	307	93									
	Arrival time	25	35.02	36.04	39.22	42.4	45.38	49.06	54.91									
	Vehicle load	12	24	36	48	60	72	84	96									
Route 15	Nodes	376	95	265	450	396												
	Arrival time	25	27.1	30.82	52.05	53.72												
	Vehicle load	12	24	36	48	60												
Route 16	Nodes	97	98	99	90	377	378	379	380	88	87	382	383					
	Arrival time	25	25	26.85	32.42	33.19	38.62	42.5	44.15	47.7	49.13	50.33	53.28					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144					
Route 17	Nodes	96	374	373	370	81	277											
	Arrival time	25	30.48	31.26	34.91	52.93	54.38											
	Vehicle load	12	24	36	48	60	72											
Route 18	Nodes	92	14	16	24	23												
	Arrival time	25	33.92	40.17	50.52	52.75												
	Vehicle load	12	24	36	48	60												
Route 19	Nodes	267	269	270	297	292	230	295										
	Arrival time	25	29.92	32.64	43.89	50.57	51.8	54.17										
	Vehicle load	12	24	36	48	60	72	84										
Route 20	Nodes	381	268	298	274	436	424											
	Arrival time	25	32.63	46.63	51.8	51.8	54.68											
	Vehicle load	12	24	36	48	60	72											
Route 21	Nodes	266	390	389	154													
	Arrival time	25	52.65	53.02	54.72													
	Vehicle load	12	24	36	48													
Route 22	Nodes	271	68	439	430	428	425	427	426									
	Arrival time	25	39.55	42.1	43.07	46.3	48.3	49.95	53.83									
	Vehicle load	12	24	36	48	60	72	84	96									
Route 23	Nodes	310	309	20	21	22	25	17										
	Arrival time	25	26.77	35.85	37.52	41.55	46.87	51.32										
	Vehicle load	12	24	36	48	60	72	84										
Route 24	Nodes	420	353	58	59	139	60	354	36	31	32	62	61	71	72	84	83	
	Arrival time	25	27.4	31.1	31.1	31.1	31.63	33.1	35.18	38.73	39.06	40.99	44.61	48.24	48.24	53.97	54.94	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192	
Route 25	Nodes	15	26	27	28													
	Arrival time	25	33.07	39.57	47.6													
	Vehicle load	12	24	36	48													

Route 51	Nodes	236	248	247	241	361	222	218	220	363	362	186				
	Arrival time	25	28.98	31.15	33.55	35.08	41.63	45.4	45.4	50.27	51.05	54.23				
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132				
Route 52	Nodes	395	110	130	446	120	121	122	126	129	127	123	124			
	Arrival time	25	32.93	37.96	41.58	42.56	44.34	45.04	46.06	46.06	47.86	49.86	52.69			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144			
Route 53	Nodes	114	111	109	387	153	388	386								
	Arrival time	25	41.87	44.82	53.35	53.68	53.68	54.13								
	Vehicle load	12	24	36	48	60	72	84								
Route 54	Nodes	358	359	215	249	365	237	442	216	217	284	285	282	143	169	
	Arrival time	25	25.28	27.93	29.51	31.41	33.33	35.21	37.89	37.89	44.97	44.97	46.09	50.97	52.57	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	
Route 55	Nodes	357	443	367	239	219	238	221	290	240						
	Arrival time	25	27.43	34.13	38.56	41.43	41.43	46.18	50.26	53.83						
	Vehicle load	12	24	36	48	60	72	84	96	108						
Route 56	Nodes	212	245	246	213	360	244	242	34	170	136					
	Arrival time	25	29.47	30.4	32.48	33.73	34.96	36.43	47.5	50.6	54.73					
	Vehicle load	12	24	36	48	60	72	84	96	108	120					
Route 57	Nodes	441	366	447	166	168	192	167	144	141	133	134	135			
	Arrival time	25	27.37	34.64	35.54	40.21	42.23	42.71	45.58	48.5	53.73	53.73	53.73			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144			
Route 58	Nodes	393	101	102	103	113	112	392								
	Arrival time	25	30.45	30.45	33.3	39.12	41.99	45.67								
	Vehicle load	12	24	36	48	60	72	84								
Route 59	Nodes	198	338	339												
	Arrival time	25	40.98	50.48												
	Vehicle load	12	24	36												
Route 60	Nodes	174	178	175	176											
	Arrival time	25.52	44.37	50.05	50.05											
	Vehicle load	12	24	36	48											
Route 61	Nodes	125	157	151	193	165	194									
	Arrival time	25.37	40.07	45.05	48.68	51.41	54.39									
	Vehicle load	12	24	36	48	60	72									
Route 62	Nodes	293	131	132	283	142	137	286	287							
	Arrival time	25.63	36.21	36.66	37.58	41.78	45.25	51.97	53.3							
	Vehicle load	12	24	36	48	60	72	84	96							
Route 63	Nodes	147	331	171												
	Arrival time	25.82	42.89	51.46												
	Vehicle load	12	24	36												
Route 64	Nodes	173	337													
	Arrival time	25	48.4													
	Vehicle load	12	24													
Route 65	Nodes	281	162	288	177	163										
	Arrival time	27.83	29.83	37.73	42.38	50.75										
	Vehicle load	12	24	36	48	60										
Route 66	Nodes	289	191													
	Arrival time	29.37	36.07													
	Vehicle load	12	24													
Route 67	Nodes	117	397	104												
	Arrival time	29.43	38.4	48.43												
	Vehicle load	12	24	36												
Route 68	Nodes	64														
	Arrival time	33.07														
	Vehicle load	12														

Table 16. Routing detail of Instance 2. Part 3.

Route 1	Nodes	1	156	105	108	390	389	154	387	153	388	386	157
	Arrival time	20	35.1	42.88	44.1	52.1	52.47	54.17	55.14	55.47	55.47	55.92	58.05
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144
Route 2	Nodes	306	280	318	319	180	181						
	Arrival time	20	24.08	25.45	33.35	56.85	58.95						
	Vehicle load	12	24	36	48	60	72						
Route 3	Nodes	279	317	311	316	315	91	372	375	370	374	373	
	Arrival time	20	26.23	29.4	32.1	35.3	40.48	48.01	50.49	54.36	57.61	58.39	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	
Route 4	Nodes	320	325	326	329	330	323	327	322	321	332	324	328
	Arrival time	20	32.8	32.8	35.38	38.95	41.78	44.53	45.96	48.88	52.38	57.6	58.98
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144
Route 5	Nodes	348	406	263	262	261	356	445	444	190	189		
	Arrival time	20	22.42	24.65	28.4	29.38	33.11	36.73	39.15	55.87	58.44		
	Vehicle load	12	24	36	48	60	72	84	96	108	120		
Route 6	Nodes	314	312	313	449	371	90	377	93	307			
	Arrival time	20	22.72	26.07	35.87	43.39	49.52	50.29	56.09	59.31			
	Vehicle load	12	24	36	48	60	72	84	96	108			
Route 7	Nodes	407	4	2	5	3	253	6	255	254	256		
	Arrival time	20	24.7	28.57	30.54	32.87	40.95	46.73	50.28	52.2	54.88		
	Vehicle load	12	24	36	48	60	72	84	96	108	120		
Route 8	Nodes	408	259	252	251	250	257	128	158	159			
	Arrival time	20	26.37	29.17	32.25	33.55	35	58.15	58.15	59.28			
	Vehicle load	12	24	36	48	60	72	84	96	108			
Route 9	Nodes	11	13	8	9	7	10	210	207	206			
	Arrival time	20	21.88	30.16	31.84	33.41	33.41	46.13	56	57.8			
	Vehicle load	12	24	36	48	60	72	84	96	108			
Route 10	Nodes	333	183	182									
	Arrival time	20	46.52	49.82									
	Vehicle load	12	24	36									
Route 11	Nodes	349	350	258	89								
	Arrival time	20	20	25.9	57.12								
	Vehicle load	12	24	36	48								
Route 12	Nodes	94	85	86	308	385	384	28	27				
	Arrival time	20	30.02	31.04	34.22	37.4	40.38	48.15	59.05				
	Vehicle load	12	24	36	48	60	72	84	96				
Route 13	Nodes	376	95	265	450	396	109						
	Arrival time	20	22.1	25.82	47.05	48.72	58.7						
	Vehicle load	12	24	36	48	60	72						
Route 14	Nodes	97	98	99	378	379	380	88	87	382	383	381	269
	Arrival time	20	20	21.85	27.65	31.53	33.18	36.73	38.16	39.36	42.31	44.23	52.28
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144
Route 15	Nodes	96	268	104	155	391							
	Arrival time	20	31.12	54.09	57.21	59.94							
	Vehicle load	12	24	36	48	60							
Route 16	Nodes	92	14	16	24	23	22	21	25	20			
	Arrival time	20	28.92	35.17	45.52	47.75	51.27	55.35	56.98	58.56			
	Vehicle load	12	24	36	48	60	72	84	96	108			
Route 17	Nodes	264	260	418	60	58	59	139	354	36	31	32	62
	Arrival time	20	21.67	32.4	36.83	37.36	37.36	37.36	38.31	40.39	43.94	44.27	46.2
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144
Route 18	Nodes	267	81	423	305	303	302	301	304				
	Arrival time	20	30.1	39.58	44.03	46.85	50.4	53.32	57.35				
	Vehicle load	12	24	36	48	60	72	84	96				
Route 19	Nodes	266	149	148	146	151	150						
	Arrival time	20	44	47.58	49	58.2	59.93						
	Vehicle load	12	24	36	48	60	72						
Route 20	Nodes	271	68	439	430	428	425	427	426	412	421	422	
	Arrival time	20	34.55	37.1	38.07	41.3	43.3	44.95	48.83	51.71	52.71	58.24	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	
Route 21	Nodes	310	309	26	17	15	19	18					
	Arrival time	20	21.77	30.62	37.24	45.82	52.2	59.38					
	Vehicle load	12	24	36	48	60	72	84					
Route 22	Nodes	420	353	352	351	355	75	76	77	78	63		
	Arrival time	20	22.4	23.6	26.23	31.03	40.23	42.01	44.06	47.48	58.8		
	Vehicle load	12	24	36	48	60	72	84	96	108	120		
Route 23	Nodes	419	437	33	232	29	429	65	67	69	66	448	234
	Arrival time	20	24.07	33.22	39.77	41.79	48.47	50.97	52.85	53.45	53.55	54.05	58.62
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144
Route 24	Nodes	40	39	41	42	43	37	38	416	417	414	415	
	Arrival time	20	23.48	25.93	31.13	34.31	35.19	35.81	44.13	46.06	49.66	53.59	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	
Route 25	Nodes	35	227	228	409	299	294	230	295	274	436	424	300
	Arrival time	20	26.55	29.18	33.76	41.04	42.77	43.89	46.26	49.99	49.99	52.87	54.29
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144

Table 17. Routing detail of Instance 2'. Part 1.

Route 26	Nodes	347	344	343	195	233	49										
	Arrival time	20	33.7	36	44.15	52.95	59.05										
	Vehicle load	12	24	36	48	60	72										
Route 27	Nodes	432	431	276	296	292	152	119	127	126	129	123	122	121	120	446	
	Arrival time	20	24.73	27.46	31.39	36.27	45.04	46.94	51.66	53.48	53.48	53.68	54.61	55.31	57.09	58.07	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	
Route 28	Nodes	435	434	297	275	298	447	166	168	192	167						
	Arrival time	20	23.38	31.91	33.83	40.36	51.79	52.69	57.36	59.38	59.86						
	Vehicle load	12	24	36	48	60	72	84	96	108	120						
Route 29	Nodes	172	175	176	178												
	Arrival time	20	45.38	45.38	50.96												
	Vehicle load	12	24	36	48												
Route 30	Nodes	272	79	277	73	82	83	291	74	273	433	80	278	235			
	Arrival time	20	22.5	25.88	26.75	29.4	31.7	35.1	40.03	45.76	50.43	50.65	51.35	58.05			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156			
Route 31	Nodes	211	335	334	336												
	Arrival time	20	43.27	52.55	58.7												
	Vehicle load	12	24	36	48												
Route 32	Nodes	56	411	48	45	47	44	243	46	410							
	Arrival time	20	24.83	27.33	30.76	32.53	39.55	48.93	52.55	59.25							
	Vehicle load	12	24	36	48	60	72	84	96	108							
Route 33	Nodes	346	225	345	12	50	52	219	238								
	Arrival time	20	22.67	27.14	37.51	43.68	46.81	58.74	58.74								
	Vehicle load	12	24	36	48	60	72	84	96								
Route 34	Nodes	196	226	223	215	248	247	241	361	222	218	220					
	Arrival time	20	25.92	35.3	40.83	42.15	44.32	46.72	48.25	54.8	58.57	58.57					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132					
Route 35	Nodes	413	53	289	185	187	188	160	161								
	Arrival time	20	32.33	44.88	47.96	51.36	54.28	55.85	58.2								
	Vehicle load	12	24	36	48	60	72	84	96								
Route 36	Nodes	184	403	405	179	399	400	398	401	402	404						
	Arrival time	20	32.45	32.45	46.73	54.4	54.4	55.83	55.83	55.83	55.83						
	Vehicle load	12	24	36	48	60	72	84	96	108	120						
Route 37	Nodes	57	55	51	34	170	136	133	134	135							
	Arrival time	20	24.18	29.23	48.93	52.03	56.16	58.28	58.28	58.28							
	Vehicle load	12	24	36	48	60	72	84	96	108							
Route 38	Nodes	54	342	340	341	339	338										
	Arrival time	20	30.75	34.6	36.72	45.5	56.18										
	Vehicle load	12	24	36	48	60	72										
Route 39	Nodes	30	147	124	125	130	111	112	392								
	Arrival time	20.08	31.36	37.38	40.98	47.85	51.62	52.22	55.9								
	Vehicle load	12	24	36	48	60	72	84	96								
Route 40	Nodes	39	116	115	118	100	107	106	103	101	102						
	Arrival time	23.48	24.42	26.47	27.77	32.24	45.06	49.64	55.24	58.67	58.67						
	Vehicle load	24	24	36	48	60	72	84	96	108	120						
Route 41	Nodes	229	438	231	224	364	284	285	282	143	169						
	Arrival time	20.6	22.52	27.44	30.46	44.81	50.29	50.29	51.41	56.29	57.89						
	Vehicle load	12	24	36	48	60	72	84	96	108	120						
Route 42	Nodes	197	201	200	204	202	199	205	203	198							
	Arrival time	20.72	29.15	31.23	35.26	35.68	37.2	40.8	47.9	52.4							
	Vehicle load	12	24	36	48	60	72	84	96	108							
Route 43	Nodes	209	208	337													
	Arrival time	21.12	35.52	59.35													
	Vehicle load	12	24	36													
Route 44	Nodes	368	369	164	440	162	131	132	283	142	140	141	70				
	Arrival time	21.88	24.75	28.32	34.75	42.65	49.18	49.63	50.55	54.75	55.43	56.66	59.89				
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144				
Route 45	Nodes	236	237	442	216	217	239	290	240	214	212						
	Arrival time	22.2	25.75	27.63	30.31	30.31	35.74	40.17	43.74	51.66	58.59						
	Vehicle load	12	24	36	48	60	72	84	96	108	120						
Route 46	Nodes	395	110	113	163	117											
	Arrival time	22.42	30.35	39.98	51.13	56.45											
	Vehicle load	12	24	36	48	60											
Route 47	Nodes	114	397	171	137												
	Arrival time	22.47	46.07	58.87	59.5												
	Vehicle load	12	24	36	48												
Route 48	Nodes	358	359	367	249	365	362	363	221	331	287						
	Arrival time	22.47	22.75	28.78	29.08	30.98	39	39.8	44.62	51.22	57.94						
	Vehicle load	12	24	36	48	60	72	84	96	108	120						
Route 49	Nodes	357	443	245	246	213	360	244	242	138	145	144					
	Arrival time	22.23	24.66	29.99	30.92	33	34.25	35.48	36.95	47.22	49.35	56.92					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132					
Route 50	Nodes	441	366	281	193	165	288	194	177								
	Arrival time	23.82	26.19	32.07	38.35	41.08	45.8	48.82	54.25								
	Vehicle load	12	24	36	48	60	72	84	96								

Table 18. Routing detail of Instance 2'. Part 2.

Route 51	Nodes	393	286	186	191
	Arrival time	23.95	42.77	47.67	54.17
	Vehicle load	12	24	36	48
Route 52	Nodes	174	173		
	Arrival time	25.52	33.45		
	Vehicle load	12	24		
Route 53	Nodes	64			
	Arrival time	33.07			
	Vehicle load	12			

Table 19. Routing detail of Instance 2'. Part 3.

Route 1	Nodes	33	190	189	131	132	283	142	140	141	168	192	167	144	70	145	136
	Arrival time	19.53	33.2	35.77	37.55	38	38.92	43.12	43.8	45.03	47.68	49.7	50.18	53.05	56.17	58.25	62.35
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 2	Nodes	193	151	150	157	152	390	389	154	387	153	388	386	119	391	107	155
	Arrival time	32.37	36.64	38.37	41.2	45.22	50.2	50.57	52.27	53.24	53.57	53.57	54.02	58.3	63.27	64.92	68.3
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 3	Nodes	86	85	308	156	105	108	106	103	101	102	113	109	127	126	129	123
	Arrival time	17.43	18.41	22.61	43.71	51.49	52.71	55.34	60.94	64.37	64.37	66.75	71.4	76.25	78.07	78.07	78.27
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 4	Nodes	201	200	334	335	336	337	338	342	208							
	Arrival time	27.33	29.41	37.11	46.99	55.74	66.76	86.29	100.07	122.05							
	Vehicle load	12	24	36	48	60	72	84	96	108							
Route 5	Nodes	362	363	221	290	241	361	222	218	220	331	34	170	286	287	133	134
	Arrival time	28.83	29.63	34.45	38.53	40.91	42.44	48.99	52.76	52.76	59.24	67.86	70.96	73.98	75.31	81.34	81.34
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 6	Nodes	380	379	87	382	383	381	88	385	384	307	93	310	309	450	396	111
	Arrival time	12.75	14.4	18.13	19.33	22.28	24.2	26.67	32.02	35	38.68	44.53	50.06	51.83	71.56	73.23	81.38
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 7	Nodes	292	230	423	305	303	302	301	304	299	294	274	436	424	300	447	166
	Arrival time	27.12	28.35	31.68	36.13	38.95	42.5	45.42	49.45	54.03	55.76	59.48	59.48	62.36	63.78	72.31	73.21
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 8	Nodes	329	325	326	330	323	327	322	321	332	324	328	180	181	182	183	175
	Arrival time	15.85	18.2	18.2	20.73	23.56	26.31	27.74	30.66	34.16	39.38	40.76	63.16	65.26	69.73	75.4	90.98
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 9	Nodes	370	375	374	373	372	371	90	377	378	28	24	23	22	21	25	20
	Arrival time	12.7	15.28	19.4	20.18	24.51	27.99	34.12	34.89	40.32	50.24	65.77	68	71.52	75.6	77.23	78.81
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 10	Nodes	264	260	445	444	250	251	257	128	158	159	165	288	194	169	143	135
	Arrival time	10.9	12.57	15.85	18.27	20.19	21.47	22.59	45.74	45.74	46.87	49.27	53.99	57.01	60.46	63.64	71.32
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 11	Nodes	117	163	397	104	171	137	138	282	284	285	160	161	440	364	185	187
	Arrival time	29.43	34.93	43.76	53.79	64.02	64.65	67.78	73.03	75.93	75.93	78.98	81.33	83.93	87	89.7	93.1
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 12	Nodes	46	89	214	243	247	367	249	248	245	246	213	360	244	242	239	219
	Arrival time	27.27	44.25	62.92	68.29	73.01	75.36	75.66	77.26	80.28	81.21	83.29	84.54	85.77	87.24	93.46	96.33
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 13	Nodes	420	353	58	59	139	60	354	36	31	32	62	61	71	72	65	67
	Arrival time	12.88	15.28	18.98	18.98	18.98	19.51	20.98	23.06	26.61	26.94	28.87	32.49	36.12	36.12	44.57	46.45
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 14	Nodes	313	315	317	311	316	91	92	14	16	26	17	15	19	18	27	96
	Arrival time	9.03	13.5	17.22	20.39	23.09	26.92	34.05	42.97	49.22	55.3	61.92	70.5	76.88	84.06	96.98	117.28
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 15	Nodes	100	112	392	110	130	446	120	121	122	124	149	148	146	147	125	296
	Arrival time	23.77	32.65	36.33	45.6	50.63	54.25	55.23	57.01	57.71	60.31	66.58	70.16	71.58	74.68	79.63	94.88
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 16	Nodes	224	229	63	429	234	428	425	427	68	439	430	421	412	422	295	293
	Arrival time	19.28	20.21	25.48	26.78	28.26	31.31	33.31	34.96	36.73	39.28	40.25	46.87	50.32	53.29	56.14	61.11
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 17	Nodes	341	340	339	233	195	54	49	344	343	47	365					
	Arrival time	32.27	37.09	47.44	59.74	65.56	70.48	78.18	88.01	90.31	102.61	117.73					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132					
Route 18	Nodes	42	43	37	38	41	39	415	417	416	414	413	12	48	45	44	410
	Arrival time	19	22.18	23.06	23.68	29.78	32.01	36.86	40.84	42.92	46.27	52.32	62.35	68.88	72.31	76.58	83.1
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 19	Nodes	73	79	277	81	276	297	275	298	426	162	177	188	289	186	240	237
	Arrival time	18.53	18.88	22.26	24.41	29.34	32.27	34.19	40.72	51.12	61.55	67.03	75	81.32	83.1	89.35	97.77
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 20	Nodes	178	176	174	173	399	400	398	401	402	404	179					
	Arrival time	33.22	38.9	54.92	62.85	85.2	85.2	86.63	86.63	86.63	86.63	99.08					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132					
Route 21	Nodes	82	448	66	69	83	84	291	74	75	76	77	78	30	29	409	281
	Arrival time	18.53	22.9	23.4	23.5	25.8	26.77	29.47	34.4	35.23	37.01	39.06	42.48	48.48	51.96	57.61	67.29
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 22	Nodes	207	206	204	202	199	205	203	198	197	209	210	211	8	9	7	10
	Arrival time	26.88	28.68	31.76	32.18	33.7	37.3	44.4	48.9	51.38	61.5	66.77	72.07	82.7	84.38	85.95	85.95
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 23	Nodes	225	346	55	53	52	238	191	164	369	368	441	366	442	215	216	217
	Arrival time	18.4	21.3	29.05	32.88	37.88	49.81	61.08	64.73	68.28	71.15	74.22	76.59	81.51	83.09	86.89	86.89
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 24	Nodes	433	80	431	278	434	435	270	269	268	432	272	273	235	232	227	228
	Arrival time	19.2	19.42	23.44	27.47	33.94	37.32	42.62	45.34	50.67	59.69	62.49	63.67	69.25	71.93	74.25	76.88
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 25	Nodes	236	443	357	223	359	212	358	226	50	411	51	57	56	345	196	231
	Arrival time	22.2	27.32	29.14	33.19	36.09	40.52	42.05	51.28	59.56	62.68	67.65	70.83	72.6	80.23	93.11	101.18
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192

Table 20. Routing detail of Instance 3. Part 1.

Route 26	Nodes	403	405	184	172	266	271	393	394	116	115	118					
	Arrival time	21.68	21.68	34.68	47.95	65.1	71.18	87.88	91.06	95.21	97.26	98.56					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132					
Route 27	Nodes	312	314	449	64	395	114	267									
	Arrival time	7.23	10.43	16.58	48.43	77.05	91.13	110.61									
	Vehicle load	12	24	36	48	60	72	84									
Route 28	Nodes	11	13	5	2	3	4	263	262	261	356	259	252	255	254	256	6
	Arrival time	7.33	9.21	15.93	17.9	18.55	21.42	25.49	29.24	30.22	33.95	37.02	39.82	45.09	47.01	49.69	55.11
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 29	Nodes	320	319	318	280	279	306	333	347	40	35	438	437				
	Arrival time	9.65	19.68	27.6	28.95	32.85	35.83	47.76	64.81	71.36	83.64	93.24	103.27				
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144				
Route 30	Nodes	355	418	351	352	419	258	253	349	350	408	406	407	348	376	95	265
	Arrival time	18.03	21.31	24.33	26.96	30.84	40.79	47.66	57.79	57.79	62.66	67.13	69.68	74.11	86.96	89.06	92.78
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 31	Nodes	94	99	97	98	1											
	Arrival time	9.33	16.08	20	20	30.77											
	Vehicle load	12	24	36	48	60											

Table 21. Routing detail of Instance 3. Part 2.

Route 1	Nodes	33	190	189	131	143	169	144	168	192	167	288	132	285	188	365
	Arrival time	19.53	33.2	35.77	37.55	40.03	41.63	44.15	46.62	48.64	49.12	52.35	60	63.15	68.08	73.88
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180
Route 2	Nodes	193	151	150	157	152	389	154	387	153	388	386	391	107	108	
	Arrival time	32.37	36.64	38.37	41.2	45.22	49.84	51.54	52.51	52.84	53.29	59.01	60.66	63.74		
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	
Route 3	Nodes	86	156	105	155	163	221									
	Arrival time	17.43	40.65	48.43	52.56	58.09	69.32									
	Vehicle load	12	24	36	48	60	72									
Route 4	Nodes	201	200	334	336	337	208									
	Arrival time	27.33	29.41	37.11	43.26	54.28	74.9									
	Vehicle load	12	24	36	48	60	72									
Route 5	Nodes	362	363	289	187	185	186	136	134	135	282	283	331			
	Arrival time	28.83	29.63	33.45	37.2	39.32	41.47	48.97	51.09	51.09	54.17	58.07	64.29			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144			
Route 6	Nodes	380	85	308	385	384	307	93	377	90	378	379	87	267	96	
	Arrival time	12.75	22.28	26.48	29.66	32.64	36.32	42.17	47.92	48.24	53.37	57.25	60.98	69.68	79.9	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	
Route 7	Nodes	111	109	390	119	127	126	123	122	121	446	110				
	Arrival time	27.78	30.73	38.81	42.23	46.95	48.77	48.97	49.9	50.6	53.35	60.43				
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132				
Route 8	Nodes	292	230	423	305	303	302	301	304	299	293	159				
	Arrival time	27.12	28.35	31.68	36.13	38.95	42.5	45.42	49.45	54.03	58.08	69.96				
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132				
Route 9	Nodes	447	166	145	70	138	140	141	133	286	287	170	290			
	Arrival time	29.22	30.12	37.59	37.76	39.74	40.71	41.94	47.17	52.25	53.58	57.68	67.96			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144			
Route 10	Nodes	329	172	182	180	181	183	176								
	Arrival time	15.85	25.35	38.65	42.42	44.52	49.97	65.55								
	Vehicle load	12	24	36	48	60	72	84								
Route 11	Nodes	370	371	375	374	372	373	97	98	99	81	426	448			
	Arrival time	12.7	17.68	22.55	26.67	30.79	34.31	40.29	40.29	42.14	55.21	62.79	68.26			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144			
Route 12	Nodes	264	254	256	6	255	444	250	251	257	31	32	62	61	72	
	Arrival time	10.9	18.53	21.21	26.63	30.18	38.18	40.1	41.38	42.5	53.37	53.7	55.63	59.25	62.88	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	
Route 13	Nodes	117	397	104	393	26										
	Arrival time	29.43	38.4	48.43	56.1	79.88										
	Vehicle load	12	24	36	48	60										
Route 14	Nodes	46	89	247												
	Arrival time	27.27	44.25	64.2												
	Vehicle load	12	24	36												
Route 15	Nodes	300	274	436	424	294	296	297	275	276	439	430	428	421	438	
	Arrival time	26.2	28.48	28.48	31.36	33.69	36.89	40.92	42.84	48.12	51.82	52.79	56.02	59.67	67.24	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	
Route 16	Nodes	420	355	58	139	354	60	36	35	59	351	352	353	437	419	369
	Arrival time	12.88	18.03	24.36	24.36	25.31	26.79	28.87	31.62	35.75	39.38	42.01	43.21	46.64	50.36	64.36
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180
Route 17	Nodes	313	312	311	317	316	315	91	92	14	17					
	Arrival time	9.42	12.75	21.07	23.55	26.57	29.77	34.95	42.08	51	62.1					
	Vehicle load	12	24	36	48	60	72	84	96	108	120					
Route 18	Nodes	142	137	34	171	284	161	162								
	Arrival time	32.28	35.75	42.6	45.38	53.15	56.88	61.91								
	Vehicle load	12	24	36	48	60	72	84								
Route 19	Nodes	100	106	103	101	102	113	392	395	40						
	Arrival time	23.77	33.64	39.24	42.67	42.67	45.05	51.62	57.37	82.37						
	Vehicle load	12	24	36	48	60	72	84	96	108						
Route 20	Nodes	224	409	422	295	149	148	146	128	158	177	366				
	Arrival time	19.28	24.1	27.07	29.92	37.9	41.48	42.9	49.97	49.97	56.87	67.14				
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132				
Route 21	Nodes	341	340	342	195	52	57									
	Arrival time	32.27	37.09	44.22	51.24	61.76	66.08									
	Vehicle load	12	24	36	48	60	72									
Route 22	Nodes	42	43	416	414	415	41	417	196	37	38					
	Arrival time	19	22.18	30.65	34	37.93	44.33	54.25	59.9	65.18	65.8					
	Vehicle load	12	24	36	48	60	72	84	96	108	120					
Route 23	Nodes	165	194	160	440	364	222	218								
	Arrival time	31.1	34.08	42.38	45.38	48.45	58.17	61.94								
	Vehicle load	12	24	36	48	60	72	84								
Route 24	Nodes	73	79	277	68	425	427	412	63	429	65	69	66	234	431	278
	Arrival time	18.53	18.88	22.26	31.13	34.85	36.5	41.05	45.88	47.18	49.68	51.06	51.16	55.21	61.01	65.04
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180
Route 25	Nodes	178	175	174												
	Arrival time	33.22	38.9	54.92												
	Vehicle load	12	24	36												

Table 22. Routing detail of Instance 4. Part 1.

Route 51	Nodes	10	210	211	347		
	Arrival time	19.63	32.35	37.65	51.63		
	Vehicle load	12	24	36	48		
Route 52	Nodes	226	443	368	80	273	
	Arrival time	20.27	30.79	35.69	52.24	55.66	
	Vehicle load	12	24	36	48	60	
Route 53	Nodes	197	346	266			
	Arrival time	20.72	33.79	50.94			
	Vehicle load	12	24	36			
Route 54	Nodes	280	333	406	407	259	252
	Arrival time	20.49	34.27	44.79	47.34	56.36	59.16
	Vehicle load	12	24	36	48	60	72
Route 55	Nodes	94	270	265	95	408	
	Arrival time	21.01	31.23	44.26	46.06	54.98	
	Vehicle load	12	24	36	48	60	
Route 56	Nodes	348	306	279			
	Arrival time	27.27	39.64	42.59			
	Vehicle load	12	24	36			
Route 57	Nodes	173					
	Arrival time	29.18					
	Vehicle load	12					

Table 24. Routing detail of Instance 4. Part 3.

Route 1	Nodes	33	190	189	131	143	169	144	168	192	167	151	157	152	154	387	159
	Arrival time	19.53	33.2	35.77	37.55	40.03	41.63	44.15	46.62	48.64	49.12	54.49	58.17	62.19	66.44	67.41	73.78
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 2	Nodes	193	150	153	388	390	389	391	107	155	108	106	132				
	Arrival time	32.37	36.3	39.73	39.73	43.08	43.45	46.07	47.72	51.1	56.67	59.3	75.13				
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144				
Route 3	Nodes	86	85	308	156	105	119	386	162								
	Arrival time	17.43	18.41	22.61	43.71	51.49	57.62	60.77	71								
	Vehicle load	12	24	36	48	60	72	84	96								
Route 4	Nodes	201	200	334	336	337	208										
	Arrival time	27.33	29.41	37.11	43.26	54.28	74.9										
	Vehicle load	12	24	36	48	60	72										
Route 5	Nodes	362	363	289	185	187	188	160	161	440	364	284	285	282	283	331	221
	Arrival time	28.83	29.63	33.45	36.53	39.93	42.85	44.42	46.77	49.37	52.44	57.92	57.92	59.04	62.94	69.16	75.88
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 6	Nodes	380	383	88	382	385	384	307	93	310	309	20	21	25	17	26	
	Arrival time	12.75	17.27	20.67	23.3	30.97	33.95	37.63	43.48	49.01	50.78	59.86	61.53	63.16	67.61	77.96	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	
Route 7	Nodes	111	109	127	126	129	123	122	121	120	446	130	110	392	102	103	393
	Arrival time	27.78	30.73	35.58	37.4	37.4	37.6	38.53	39.23	41.01	41.99	44.99	50.49	56.62	61.8	64.65	72.28
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 8	Nodes	292	230	423	305	303	302	301	304	299	294	295	421	426	448		
	Arrival time	27.12	28.35	31.68	36.13	38.95	42.5	45.42	49.45	54.03	55.76	59.26	65.28	71.7	77.17		
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168		
Route 9	Nodes	447	166	288	194	70	145	136	133	134	135	286	287	170	290	365	
	Arrival time	29.22	30.12	33.17	36.19	43.54	45.62	49.72	51.84	51.84	51.84	56.92	58.25	62.35	72.63	77.46	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	
Route 10	Nodes	329	325	323	326	330	327	322	321	332	324	328	401	404	405		
	Arrival time	15.85	18.2	22.38	26.28	28.81	31.76	33.19	36.11	39.61	44.83	46.21	64.63	64.63	70.56		
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168		
Route 11	Nodes	370	375	372	371	90	377	378	379	87	28	14					
	Arrival time	12.7	15.28	20.88	24.36	30.49	31.26	36.69	40.57	44.3	53.5	70.48					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132					
Route 12	Nodes	264	254	256	6	255	444	250	251	257	31	32	62	61	72	74	40
	Arrival time	10.9	18.53	21.21	26.63	30.18	38.18	40.1	41.38	42.5	53.37	53.7	55.63	59.25	62.88	68.6	84.42
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 13	Nodes	117	163	34	171	137	140	141	138	191							
	Arrival time	29.43	34.93	42.38	45.16	45.79	49.47	50.7	55.93	62.45							
	Vehicle load	12	24	36	48	60	72	84	96	108							
Route 14	Nodes	46	89	243	247	186											
	Arrival time	27.27	44.25	59.73	64.45	70.28											
	Vehicle load	12	24	36	48	60											
Route 15	Nodes	300	274	436	424	293	296	297	275	276	439	430	428	427	65	66	96
	Arrival time	26.2	28.48	28.48	31.36	33.08	38.06	42.09	44.01	49.29	52.99	53.96	57.19	60.84	66.07	67.45	86.97
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 16	Nodes	420	355	60	58	139	354	59	36	35	232	29	63	429	234	425	412
	Arrival time	12.88	18.03	23.83	24.36	24.36	25.31	26.26	27.81	30.56	36.94	38.96	44.38	45.68	47.16	51.96	55.36
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168	180	192
Route 17	Nodes	313	315	311	317	316	91	92	450								
	Arrival time	9.03	13.5	20.58	23.06	26.08	29.91	37.04	60.41								
	Vehicle load	12	24	36	48	60	72	84	96								
Route 18	Nodes	142	165	128	158	148	125										
	Arrival time	32.28	38.48	45.56	45.56	52.34	58.12										
	Vehicle load	12	24	36	48	60	72										
Route 19	Nodes	100	101	113	112	395	115	118	116	357	216	217	366	369			
	Arrival time	23.77	30.3	32.68	35.55	42.03	50.58	51.88	54.43	57.45	61.37	61.37	64.19	69.56			
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156			
Route 20	Nodes	224	229	409	422	149	146	147	298	431	278						
	Arrival time	19.28	20.21	24.59	27.56	38.23	41	44.1	55.88	64.96	68.99						
	Vehicle load	12	24	36	48	60	72	84	96	108	120						
Route 21	Nodes	341	340	342	339	195	57										
	Arrival time	32.27	37.09	44.22	52.7	62.67	72.54										
	Vehicle load	12	24	36	48	60	72										
Route 22	Nodes	42	43	416	414	417	415	41	37	38	196	438					
	Arrival time	19	22.18	30.65	34	37.57	43.55	49.95	56.05	56.67	64.22	72.64					
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132					
Route 23	Nodes	73	79	277	68	67	69	83	84	291	71	235	227	231	353		
	Arrival time	18.53	18.88	22.26	31.13	35.43	36.03	38.33	39.3	42	44.22	49.3	52.25	58.73	71.15		
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132	144	156	168		
Route 24	Nodes	178	175	176	182	180	181										
	Arrival time	33.22	38.9	38.9	54.65	58.42	60.52										
	Vehicle load	12	24	36	48	60	72										
Route 25	Nodes	82	433	434	80	81	164	281	177								
	Arrival time	18.53	24.28	28.26	32.31	34.11	45.66	51.53	57.35								
	Vehicle load	12	24	36	48	60	72	84	96								

Table 25. Routing detail of Instance 4'. Part 1.

Route 26	Nodes	207	206	204	202	199	205	203	198	197	209	1
	Arrival time	26.88	28.68	31.76	32.18	33.7	37.3	44.4	48.9	51.38	61.5	78.22
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132
Route 27	Nodes	225	344	343	49	233	54	53	52			
	Arrival time	18.4	27.2	29.5	36.58	43.13	53.93	61.91	66.91			
	Vehicle load	12	24	36	48	60	72	84	96			
Route 28	Nodes	236	248	367	249	222	218	220	219	240		
	Arrival time	22.2	26.18	28.9	29.2	38.7	42.47	42.47	49.45	59.53		
	Vehicle load	12	24	36	48	60	72	84	96	108		
Route 29	Nodes	403	179	399	400	398	402	184				
	Arrival time	21.68	35.96	43.63	43.63	45.06	45.06	58.33				
	Vehicle load	12	24	36	48	60	72	84				
Route 30	Nodes	335	338									
	Arrival time	37.32	52.7									
	Vehicle load	12	24									
Route 31	Nodes	312	319	183	172							
	Arrival time	7.23	19.58	41.21	55.91							
	Vehicle load	12	24	36	48							
Route 32	Nodes	449	24	23	22	27	19	18				
	Arrival time	8.92	28.32	30.55	34.07	45.87	56.05	63.23				
	Vehicle load	12	24	36	48	60	72	84				
Route 33	Nodes	11	262	356	260	445	418	75	76	77	78	273
	Arrival time	7.42	13.7	17.02	20.74	24.02	31.97	37.62	39.4	41.45	44.87	47.45
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132
Route 34	Nodes	271	270	268	104	242	359					
	Arrival time	12.43	19.01	24.39	47.36	60.88	66.21					
	Vehicle load	12	24	36	48	60	72					
Route 35	Nodes	39	413	12	48	45	47	411				
	Arrival time	17.53	29.68	39.71	46.24	49.67	51.44	61.52				
	Vehicle load	12	24	36	48	60	72	84				
Route 36	Nodes	396	397	241	245	360						
	Arrival time	26.28	39.56	54.88	60.38	63.13						
	Vehicle load	12	24	36	48	60						
Route 37	Nodes	238	214	361	239	212	213					
	Arrival time	30.83	40.26	48.84	50.86	58.36	61.53					
	Vehicle load	12	24	36	48	60	72					
Route 38	Nodes	2	5	3	4	263	261	253	9	8	7	211
	Arrival time	24.87	26.84	29.17	32.04	36.11	40.91	46.14	52.82	54.5	56.57	67.37
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132
Route 39	Nodes	10	210	347	345	346	56					
	Arrival time	14.63	27.35	40.87	50.9	55.1	61.63					
	Vehicle load	12	24	36	48	60	72					
Route 40	Nodes	13	55	51	50							
	Arrival time	29.67	48.2	53.25	57.85							
	Vehicle load	12	24	36	48							
Route 41	Nodes	15	16	394	114	97						
	Arrival time	14.02	16.94	31.92	48.42	70.29						
	Vehicle load	12	24	36	48	60						
Route 42	Nodes	30	228	44	410	226	358	443				
	Arrival time	20.08	25.7	35.83	42.35	48.38	55.18	59.88				
	Vehicle load	12	24	36	48	60	72	84				
Route 43	Nodes	124	237	442	215	246	349					
	Arrival time	26.78	44.88	46.76	48.34	53.61	71.73					
	Vehicle load	12	24	36	48	60	72					
Route 44	Nodes	320	318	280	306	279	314	374	373	98	99	381
	Arrival time	9.66	17.51	18.86	22.94	25.89	33.19	45.11	45.89	51.87	53.72	59.17
	Vehicle load	12	24	36	48	60	72	84	96	108	120	132
Route 45	Nodes	244	223	441	368	419	437					
	Arrival time	25	32.68	41.11	44.13	57.96	62.03					
	Vehicle load	12	24	36	48	60	72					
Route 46	Nodes	64										
	Arrival time	33.07										
	Vehicle load	12										
Route 47	Nodes	94	95	265	351	352	252	259	258	350	406	
	Arrival time	16.01	20.54	24.26	38.18	40.81	50.86	53.84	56.99	61.99	68.31	
	Vehicle load	12	24	36	48	60	72	84	96	108	120	
Route 48	Nodes	266	408	407	348	333						
	Arrival time	18.76	29.33	34.23	38.66	47.74						
	Vehicle load	12	24	36	48	60						
Route 49	Nodes	173										
	Arrival time	24.18										
	Vehicle load	12										
Route 50	Nodes	174										
	Arrival time	34.84										
	Vehicle load	12										

Table 26. Routing detail of Instance 4'. Part 2.

Route 1	Nodes	1	156	105	108	390	389	154	387	153	388	386	157	151	192	167	144	168	70	145
	Arrival time	2.4	17.5	25.28	26.5	34.5	34.87	36.57	37.54	37.87	37.87	38.32	40.45	45.43	47.51	47.99	50.86	53.33	57.13	59.21
	Vehicle load	9	20	34	43	53	62	73	85	93	103	116	127	139	148	157	165	174	185	197
Route 2	Nodes	306	280	318	4	180	181	182	183	175	176	178								
	Arrival time	7.8	11.88	13.25	11.22	44.65	46.75	51.22	56.89	72.47	72.47	78.05								
	Vehicle load	10	25	36	26	59	73	86	99	112	124	138								
Route 3	Nodes	279	317	311	316	315	91	372	375	370	374	373	96	85	86	308	385	87		
	Arrival time	9.08	15.31	18.48	21.18	24.38	29.56	37.09	39.57	43.44	46.69	47.47	51.32	64.39	65.41	68.59	71.77	77.52		
	Vehicle load	15	29	42	54	67	79	91	102	110	120	132	146	157	166	178	189	200		
Route 4	Nodes	320	325	326	329	330	323	327	322	321	332	324	328	399	400	398	402			
	Arrival time	9.65	22.45	22.45	25.03	28.6	31.43	34.18	35.61	38.53	42.03	47.25	48.63	71.05	71.05	72.48	72.48			
	Vehicle load	11	25	37	49	64	72	86	100	113	124	136	148	160	173	187	200			
Route 5	Nodes	348	406	263	262	261	356	445	444	190	189	131	132	283	142	140	141	169		
	Arrival time	5.75	8.17	10.4	14.15	15.13	18.86	22.48	24.9	41.62	44.19	45.97	46.42	47.34	51.54	52.22	53.45	56.48		
	Vehicle load	11	23	36	47	59	69	81	94	107	118	131	143	150	160	176	182	194		
Route 6	Nodes	314	312	313	449	371	90	377	93	307	384	28	450	396						
	Arrival time	6.43	9.15	12.5	22.3	29.82	35.95	36.72	42.52	45.74	46.76	54.53	76.75	78.42						
	Vehicle load	12	26	40	52	62	77	89	101	113	125	137	151	167						
Route 7	Nodes	407	4	2	5	3	253	6	255	254	256	251	250	257	128	158	159			
	Arrival time	6.52	11.22	15.09	17.06	19.39	27.47	33.25	36.8	38.72	41.4	47.82	49.12	50.57	73.72	73.72	74.85			
	Vehicle load	17	26	39	49	59	72	85	98	111	123	136	149	159	169	181	193			
Route 8	Nodes	408	259	252	260	264	9	8	7	10	210	207	206	204	202	200				
	Arrival time	7.07	13.44	16.24	18.84	20.51	28.78	30.46	32.53	32.53	45.25	55.12	56.92	60	60.42	63.22				
	Vehicle load	13	27	40	51	62	77	89	103	119	134	148	159	168	180	196				
Route 9	Nodes	11	13	335	334	336	337													
	Arrival time	7.33	9.21	43.68	52.96	59.11	70.13													
	Vehicle load	9	21	31	41	52	63													
Route 10	Nodes	333	89	104	155	391	107	119	152											
	Arrival time	7.73	46.15	63.37	66.49	69.22	70.87	76.95	79.13											
	Vehicle load	15	27	37	47	59	70	84	92											
Route 11	Nodes	349	350	258	289	185	187	188	160	161	440	364	284	285	282	143	166			
	Arrival time	7.67	7.67	13.57	36.6	39.68	43.08	46	47.57	49.92	52.52	55.59	61.07	61.07	62.19	67.07	70.35			
	Vehicle load	13	25	39	51	65	75	88	100	112	124	135	145	161	176	185	196			
Route 12	Nodes	94	88	382	383	381	379	380	378	309	310	24	23	22	21	25	20			
	Arrival time	9.33	14.28	16.91	19.86	21.78	24.7	26.35	30.58	38.76	40.53	51.9	54.13	57.65	61.73	63.36	64.94			
	Vehicle load	14	26	38	50	62	78	89	100	110	124	135	146	160	173	185	198			
Route 13	Nodes	376	95	265	81	423	305	303	302	301	304	299	294	230	295	274	436	424		
	Arrival time	9.42	11.52	15.24	28.01	37.49	41.94	44.76	48.31	51.23	55.26	59.84	61.57	62.69	65.06	68.79	68.79	71.67		
	Vehicle load	11	23	35	44	55	68	81	88	103	118	128	141	154	167	178	186	199		
Route 14	Nodes	97	98	99	149	148	146	150	165	193	288	194	133	134	135					
	Arrival time	9.65	9.65	11.5	36.58	40.16	41.58	49.85	53.58	56.65	64.1	67.12	76.25	76.25	76.25					
	Vehicle load	14	29	41	54	66	77	89	100	113	126	138	150	160	173					
Route 15	Nodes	92	14	16	26	17	15	19	18	27										
	Arrival time	10.73	19.65	25.9	31.98	38.6	47.18	53.56	60.74	73.66										
	Vehicle load	12	27	38	47	59	70	86	99	107										
Route 16	Nodes	267	269	270	297	292	300	447	162	177	331	222	218	220	363	362				
	Arrival time	10.95	15.87	18.59	29.84	36.52	39.09	47.62	50.47	55.95	62.98	69.8	73.57	73.57	78.44	79.22				
	Vehicle load	11	23	35	47	59	72	83	97	107	117	129	141	154	163	178				
Route 17	Nodes	266	268	298	293	296	439	430	428	425	427	68	63	429	65	67	69	448		
	Arrival time	12.4	19.75	33.75	36.72	41.7	47.98	48.95	52.18	54.18	55.83	57.6	61.15	62.45	64.95	66.83	67.43	68.03		
	Vehicle load	9	23	35	48	61	71	83	94	106	118	131	143	158	169	180	190	199		
Route 18	Nodes	271	73	79	277	433	80	426	412	421	422	127	126	129	123	122				
	Arrival time	12.43	20.38	20.73	24.11	26.93	27.15	36.55	39.43	40.43	45.96	57.69	59.51	59.51	59.71	60.64				
	Vehicle load	14	27	40	53	67	79	89	104	119	133	147	158	171	184	197				
Route 19	Nodes	420	353	58	59	139	60	354	36	31	32	62	61	71	72	66	234	276		
	Arrival time	12.88	15.28	18.98	18.98	18.98	19.51	20.98	23.06	26.61	26.94	28.87	32.49	36.12	36.12	43.44	47.49	53.39		
	Vehicle load	10	21	34	42	58	68	81	90	102	114	124	135	148	160	171	185	198		
Route 20	Nodes	418	355	351	352	437	419	33	232	29	409	281	136	137						
	Arrival time	14.75	19.45	24.13	26.76	30.04	33.76	41.94	48.49	50.51	56.16	65.84	75.94	77.12						
	Vehicle load	11	22	32	44	54	69	80	94	104	116	130	137	147						
Route 21	Nodes	40	39	41	42	43	37	38	416	417	414	415	413	12	48	45	47			
	Arrival time	15.3	18.78	21.23	26.43	29.61	30.49	31.11	39.43	41.36	44.96	48.89	57.27	67.3	73.83	77.26	79.03			
	Vehicle load	14	22	36	51	60	73	85	95	112	125	138	146	156	168	182	196			
Route 22	Nodes	35	227	228	438	229	231	224	44	243	46	34	170	286	287					
	Arrival time	15.75	22.3	24.93	26.9	29.8	33.43	36.45	45.1	54.48	58.1	70.05	73.15	76.17	77.5					
	Vehicle load	13	24	35	48	61	70	84	100	109	122	137	147	159	169					
Route 23	Nodes	347	344	343	195	233	340	341	342	339										
	Arrival time	15.72	29.42	31.72	39.87	48.67	63.52	65.64	71.39	79.87										
	Vehicle load	11	24	38	51	60	72	86	93	105										
Route 24	Nodes	432	431	147	120	446	121	124	125	130	111	109	113	103	106					
	Arrival time	15.92	20.65	29.12	37.8	38.78	41.53	44.25	47.85	54.72	58.49	61.44	66.01	70.01	76.23					
	Vehicle load	9	19	33	43	55	63	73	86	96	106	118	129	137	146					
Route 25	Nodes	435	434	275	278	82	83	84	291	74	75	76	77	78	30	164	369			
	Arrival time	15.92	19.3	26.68	30.8	34.93	37.23	38.2	40.9	45.83	46.66	48.44	50.49	53.91	59.91	73.94	77.49			
	Vehicle load	12	25	39	52	64	75	85	98	109	124	134	145	158	169	179	195			

Table 27. Routing detail of Instance 5. Part 1.

Route 26	Nodes	172	184	403	405	179	401	404										
	Arrival time	15.98	27.91	40.36	40.36	54.64	63.74	63.74										
	Vehicle load	9	20	32	45	57	72	84										
Route 27	Nodes	272	273	235	196	226	223	215	248	247	241	361	239	219	238	221	290	
	Arrival time	16.2	17.38	22.96	29.24	35.16	44.54	50.07	51.39	53.56	55.96	57.49	59.51	62.38	62.38	67.13	71.21	
	Vehicle load	14	30	41	57	69	77	88	100	112	125	133	142	155	167	181	195	
Route 28	Nodes	211	208	201	199	205	203	198	197	209								
	Arrival time	16.63	30.18	40.46	44.38	47.98	55.08	59.58	62.06	72.18								
	Vehicle load	14	28	42	51	62	72	83	95	108								
Route 29	Nodes	56	411	410	52	51	50	57	55	53	138	171	163					
	Arrival time	16.98	21.81	22.93	28.48	30.66	35.26	40.39	44.57	48.4	63.02	68.59	76.71					
	Vehicle load	13	26	39	53	64	77	92	104	117	129	142	153					
Route 30	Nodes	346	225	345	49	338	174											
	Arrival time	17.78	20.45	24.92	35.82	51.52	78.87											
	Vehicle load	14	22	37	49	61	72											
Route 31	Nodes	54	186	240	214	242	244	367	249	365	237	442	216	217	366	441	236	
	Arrival time	19.33	33.75	40	47.92	57.07	59.25	63.33	63.63	65.53	67.45	69.33	72.01	72.01	74.83	76.33	78.86	
	Vehicle load	13	25	40	53	67	82	95	105	115	125	132	147	159	171	183	193	
Route 32	Nodes	394	116	115	118	100	101	102	112	392	110	395	393	117				
	Arrival time	20.27	24.42	26.47	27.77	32.24	38.77	38.77	42.84	46.52	55.79	62.07	67.44	79.32				
	Vehicle load	8	20	33	44	56	67	80	89	99	113	127	140	150				
Route 33	Nodes	368	443	357	213	360	245	246	212	358	359	191						
	Arrival time	21.88	27.61	29.43	32.86	34.11	38.14	39.07	41.35	42.88	43.16	56.98						
	Vehicle load	10	22	33	44	59	71	82	96	108	122	132						
Route 34	Nodes	114	397	64														
	Arrival time	22.47	46.07	70.17														
	Vehicle load	11	24	42														
Route 35	Nodes	173																
	Arrival time	19.87																
	Vehicle load	10																

Table 28. Routing detail of Instance 5. Part 2.

Route 1	Nodes	1	156	105	108	107											
	Arrival time	25	40.1	47.88	49.1	54.68											
	Vehicle load	9	20	34	43	54											
Route 2	Nodes	306	280	318	319	184											
	Arrival time	25	29.08	30.45	38.35	54.9											
	Vehicle load	10	25	36	49	60											
Route 3	Nodes	279	317	311	316	315	91	372									
	Arrival time	25	31.23	34.4	37.1	40.3	45.48	53.01									
	Vehicle load	15	29	42	54	67	79	91									
Route 4	Nodes	320	325	326	329	330	323	327	322	321							
	Arrival time	25	37.8	37.8	40.38	43.95	46.78	49.53	50.96	53.88							
	Vehicle load	11	25	37	49	64	72	86	100	113							
Route 5	Nodes	348	406	263	262	261	356	445	444	250	251	257	258	252			
	Arrival time	25	27.42	29.65	33.4	34.38	38.11	41.73	44.15	46.07	47.35	48.47	51.32	53.94			
	Vehicle load	11	23	36	47	59	69	81	94	107	120	130	144	157			
Route 6	Nodes	314	312	313	449	371	375										
	Arrival time	25	27.72	31.07	40.87	48.39	53.26										
	Vehicle load	12	26	40	52	62	73										
Route 7	Nodes	407	190	189													
	Arrival time	25	50.93	53.5													
	Vehicle load	17	30	41													
Route 8	Nodes	408	259	255	254	256	6	260									
	Arrival time	25	31.37	39.44	41.36	44.04	49.46	54.44									
	Vehicle load	13	27	40	53	65	78	89									
Route 9	Nodes	11	13	8	9	7	10	210									
	Arrival time	25	26.88	35.16	36.84	38.41	38.41	51.13									
	Vehicle load	9	21	33	48	62	78	93									
Route 10	Nodes	333	324	328	332												
	Arrival time	25	37.08	38.46	44.99												
	Vehicle load	15	27	39	50												
Route 11	Nodes	349	350	128	158	159											
	Arrival time	25	25	52.15	52.15	53.28											
	Vehicle load	13	25	35	47	59											
Route 12	Nodes	3	2	5	253	264	418										
	Arrival time	25	25.65	27.62	35.75	41.13	53.01										
	Vehicle load	10	23	33	46	57	68										
Route 13	Nodes	4	42	43	37	38	41										
	Arrival time	25	42.55	45.73	46.61	47.23	53.33										
	Vehicle load	9	24	33	46	58	72										
Route 14	Nodes	94	85	86	308	385	384	307	93								
	Arrival time	25	35.02	36.04	39.22	42.4	45.38	49.06	54.91								
	Vehicle load	14	25	34	46	57	69	81	93								
Route 15	Nodes	376	95	265	450	396											
	Arrival time	25	27.1	30.82	52.05	53.72											
	Vehicle load	11	23	35	49	65											
Route 16	Nodes	97	98	99	90	377	378	379	380	88	87	382	383				
	Arrival time	25	25	26.85	32.42	33.19	38.62	42.5	44.15	47.7	49.13	50.33	53.28				
	Vehicle load	14	29	41	56	68	79	95	106	118	129	141	153				
Route 17	Nodes	96	374	373	370	81	277										
	Arrival time	25	30.48	31.26	34.91	52.93	54.38										
	Vehicle load	14	24	36	44	53	66										
Route 18	Nodes	92	14	16	24	23											
	Arrival time	25	33.92	40.17	50.52	52.75											
	Vehicle load	12	27	38	49	60											
Route 19	Nodes	267	269	270	297	292	230	295									
	Arrival time	25	29.92	32.64	43.89	50.57	51.8	54.17									
	Vehicle load	11	23	35	47	59	72	85									
Route 20	Nodes	381	268	298	274	436	424										
	Arrival time	25	32.63	46.63	51.8	51.8	54.68										
	Vehicle load	12	26	38	49	57	70										
Route 21	Nodes	266	390	389	154												
	Arrival time	25	52.65	53.02	54.72												
	Vehicle load	9	19	28	39												
Route 22	Nodes	271	68	439	430	428	425	427	426								
	Arrival time	25	39.55	42.1	43.07	46.3	48.3	49.95	53.83								
	Vehicle load	14	27	37	49	60	72	84	94								
Route 23	Nodes	310	309	20	21	22	25	17									
	Arrival time	25	26.77	35.85	37.52	41.55	46.87	51.32									
	Vehicle load	14	24	37	50	64	76	88									
Route 24	Nodes	420	353	58	59	139	60	354	36	31	32	62	61	71	72	84	83
	Arrival time	25	27.4	31.1	31.1	31.1	31.63	33.1	35.18	38.73	39.06	40.99	44.61	48.24	48.24	53.97	54.94
	Vehicle load	10	21	34	42	58	68	81	90	102	114	124	135	148	160	170	181
Route 25	Nodes	15	26	27	28												
	Arrival time	25	33.07	39.57	47.6												
	Vehicle load	11	20	28	40												

Table 29. Routing detail of Instance 6. Part 1.

Route 51	Nodes	236	248	247	241	361	222	218	220	363	362	186			
	Arrival time	25	28.98	31.15	33.55	35.08	41.63	45.4	45.4	50.27	51.05	54.23			
	Vehicle load	10	22	34	47	55	67	79	92	101	116	128			
Route 52	Nodes	395	110	130	446	120	121	122	126	129	127	123	124		
	Arrival time	25	32.93	37.96	41.58	42.56	44.34	45.04	46.06	46.06	47.86	49.86	52.69		
	Vehicle load	14	28	38	50	60	68	81	92	105	119	132	142		
Route 53	Nodes	114	111	109	387	153	388	386							
	Arrival time	25	41.87	44.82	53.35	53.68	53.68	54.13							
	Vehicle load	11	21	33	45	53	63	76							
Route 54	Nodes	358	359	215	249	365	237	442	216	217	284	285	282	143	169
	Arrival time	25	25.28	27.93	29.51	31.41	33.33	35.21	37.89	37.89	44.97	44.97	46.09	50.97	52.57
	Vehicle load	12	26	37	47	57	67	74	89	101	111	127	142	151	163
Route 55	Nodes	357	443	367	239	219	238	221	290	240					
	Arrival time	25	27.43	34.13	38.56	41.43	41.43	46.18	50.26	53.83					
	Vehicle load	11	23	36	45	58	70	84	98	113					
Route 56	Nodes	212	245	246	213	360	244	242	34	170	136				
	Arrival time	25	29.47	30.4	32.48	33.73	34.96	36.43	47.5	50.6	54.73				
	Vehicle load	14	26	37	48	63	78	92	107	117	124				
Route 57	Nodes	441	366	447	166	168	192	167	144	141	133	134	135		
	Arrival time	25	27.37	34.64	35.54	40.21	42.23	42.71	45.58	48.5	53.73	53.73	53.73		
	Vehicle load	12	24	35	46	55	64	73	81	87	99	109	122		
Route 58	Nodes	393	101	102	103	113	112	392							
	Arrival time	25	30.45	30.45	33.3	39.12	41.99	45.67							
	Vehicle load	13	24	37	45	56	65	75							
Route 59	Nodes	198	338	339											
	Arrival time	25	40.98	50.48											
	Vehicle load	11	23	35											
Route 60	Nodes	174	178	175	176										
	Arrival time	25.52	44.37	50.05	50.05										
	Vehicle load	11	25	38	50										
Route 61	Nodes	125	157	151	193	165	194								
	Arrival time	25.37	40.07	45.05	48.68	51.41	54.39								
	Vehicle load	13	24	36	49	60	72								
Route 62	Nodes	293	131	132	283	142	137	286	287						
	Arrival time	25.63	36.21	36.66	37.58	41.78	45.25	51.97	53.3						
	Vehicle load	13	26	38	45	55	65	77	87						
Route 63	Nodes	147	331	171											
	Arrival time	25.82	42.89	51.46											
	Vehicle load	14	24	37											
Route 64	Nodes	173	337												
	Arrival time	25	48.4												
	Vehicle load	10	21												
Route 65	Nodes	281	162	288	177	163									
	Arrival time	27.83	29.83	37.73	42.38	50.75									
	Vehicle load	14	28	41	51	62									
Route 66	Nodes	289	191												
	Arrival time	29.37	36.07												
	Vehicle load	12	22												
Route 67	Nodes	117	397	104											
	Arrival time	29.43	38.4	48.43											
	Vehicle load	10	23	33											
Route 68	Nodes	64													
	Arrival time	33.07													
	Vehicle load	18													

Table 31. Routing detail of Instance 6. Part 3.

Route 1	Nodes	1	156	105	108	390	389	154	387	153	388	386	157
	Arrival time	78.22	43.71	51.49	56.67	43.08	43.45	66.44	67.41	39.73	39.73	60.77	58.17
	Vehicle load	121	43	57	104	53	62	146	158	33	43	84	127
Route 2	Nodes	306	280	318	319	180	181						
	Arrival time	22.94	18.86	17.51	19.58	58.42	60.52						
	Vehicle load	47	37	22	27	62	76						
Route 3	Nodes	279	317	311	316	315	91	372	375	370	374	373	
	Arrival time	25.89	23.06	20.58	26.08	13.5	29.91	20.88	15.28	12.7	45.11	45.89	
	Vehicle load	62	54	40	66	27	78	31	19	8	84	96	
Route 4	Nodes	320	325	326	329	330	323	327	322	321	332	324	328
	Arrival time	9.66	18.2	26.28	15.85	28.81	22.38	31.76	33.19	36.11	39.61	44.83	46.21
	Vehicle load	11	26	46	12	61	34	75	89	102	113	125	137
Route 5	Nodes	348	406	263	262	261	356	445	444	190	189		
	Arrival time	38.66	68.31	36.11	13.7	40.91	17.02	24.02	38.18	33.2	35.77		
	Vehicle load	50	125	55	20	67	30	53	75	24	35		
Route 6	Nodes	314	312	313	449	371	90	377	93	307			
	Arrival time	33.19	7.23	9.03	8.92	24.36	30.49	31.26	43.48	37.63			
	Vehicle load	74	14	14	12	41	56	68	94	82			
Route 7	Nodes	407	4	2	5	3	253	6	255	254	256		
	Arrival time	34.23	32.04	24.87	26.84	29.17	46.14	26.63	30.18	18.53	21.21		
	Vehicle load	39	42	13	23	33	80	49	62	24	36		
Route 8	Nodes	408	259	252	251	250	257	128	158	159			
	Arrival time	29.33	53.84	50.86	41.38	40.1	42.5	45.56	45.56	73.78			
	Vehicle load	22	87	73	101	88	111	31	43	170			
Route 9	Nodes	11	13	8	9	7	10	210	207	206			
	Arrival time	7.42	29.67	54.5	52.82	56.57	14.63	27.35	26.88	28.68			
	Vehicle load	9	12	107	95	121	16	31	14	25			
Route 10	Nodes	333	183	182									
	Arrival time	47.74	41.21	54.65									
	Vehicle load	65	40	52									
Route 11	Nodes	349	350	258	89								
	Arrival time	71.73	61.99	56.99	44.25								
	Vehicle load	62	113	101	25								
Route 12	Nodes	94	85	86	308	385	384	28	27				
	Arrival time	16.01	18.41	17.43	22.61	30.97	33.95	53.5	45.87				
	Vehicle load	14	20	9	32	58	70	118	56				
Route 13	Nodes	376	95	265	450	396	109						
	Arrival time	66.3	20.54	24.26	60.41	26.28	30.73						
	Vehicle load	146	26	38	104	16	22						
Route 14	Nodes	97	98	99	378	379	380	88	87	382	383	381	269
	Arrival time	70.29	51.87	53.72	36.69	40.57	12.75	20.67	44.3	23.3	17.27	59.17	64.37
	Vehicle load	55	111	123	79	95	11	35	106	47	23	135	176
Route 15	Nodes	96	268	104	155	391							
	Arrival time	86.97	24.39	47.36	51.1	46.07							
	Vehicle load	191	40	50	95	74							
Route 16	Nodes	92	14	16	24	23	22	21	25	20			
	Arrival time	37.04	70.48	16.94	28.32	30.55	34.07	61.53	63.16	59.86			
	Vehicle load	90	133	22	23	34	48	144	156	131			
Route 17	Nodes	264	260	418	60	58	59	139	354	36	31	32	62
	Arrival time	10.9	20.74	31.97	23.83	24.36	26.26	24.36	25.31	27.81	53.37	53.7	55.63
	Vehicle load	11	41	64	31	44	81	60	73	90	123	135	145
Route 18	Nodes	267	81	423	305	303	302	301	304				
	Arrival time	72.12	34.11	31.68	36.13	38.95	42.5	45.42	49.45				
	Vehicle load	187	60	36	49	62	69	84	99				
Route 19	Nodes	266	149	148	146	151	150						
	Arrival time	18.76	38.23	52.34	41	54.49	36.3						
	Vehicle load	9	66	55	77	116	25						
Route 20	Nodes	271	68	439	430	428	425	427	426	412	421	422	
	Arrival time	12.43	31.13	52.99	53.96	57.19	51.96	60.84	71.7	55.36	65.28	27.56	
	Vehicle load	14	52	120	132	143	180	155	160	195	150	53	
Route 21	Nodes	310	309	26	17	15	19	18					
	Arrival time	49.01	50.78	77.96	67.61	14.02	56.05	63.23					
	Vehicle load	108	118	177	168	11	72	85					
Route 22	Nodes	420	353	352	351	355	75	76	77	78	63		
	Arrival time	12.88	71.15	40.81	38.18	18.03	37.62	39.4	41.45	44.87	44.38		
	Vehicle load	10	162	60	48	21	79	89	100	113	139		
Route 23	Nodes	419	437	33	232	29	429	65	67	69	66	448	234
	Arrival time	57.96	62.03	19.53	36.94	38.96	45.68	66.07	35.43	36.03	67.45	77.17	47.16
	Vehicle load	60	70	11	117	127	154	166	63	73	177	169	168
Route 24	Nodes	40	39	41	42	43	37	38	416	417	414	415	
	Arrival time	84.42	17.53	49.95	19	22.18	56.05	56.67	30.65	37.57	34	43.55	
	Vehicle load	193	8	91	15	24	104	116	34	64	47	77	
Route 25	Nodes	35	227	228	409	299	294	230	295	274	436	424	300
	Arrival time	30.56	52.25	25.7	24.59	54.03	55.76	28.35	59.26	28.48	28.48	31.36	26.2
	Vehicle load	103	142	22	39	109	122	25	135	24	32	45	13

Table 32. Routing detail of Instance 6'. Part 1.

Route 26	Nodes	347	344	343	195	233	49										
	Arrival time	40.87	27.2	29.5	62.67	43.13	36.58										
	Vehicle load	42	21	35	58	56	47										
Route 27	Nodes	432	431	276	296	292	152	119	127	126	129	123	122	121	120	446	
	Arrival time	57.44	64.96	49.29	38.06	27.12	62.19	57.62	35.58	37.4	37.4	37.6	38.53	39.23	41.01	41.99	
	Vehicle load	164	113	110	71	12	135	71	36	47	60	73	86	94	104	116	
Route 28	Nodes	435	434	297	275	298	447	166	168	192	167						
	Arrival time	54.11	28.26	42.09	44.01	55.88	29.22	30.12	46.62	48.64	49.12						
	Vehicle load	155	39	83	97	103	11	22	86	95	104						
Route 29	Nodes	172	175	176	178												
	Arrival time	55.91	38.9	38.9	33.22												
	Vehicle load	49	27	39	14												
Route 30	Nodes	272	79	277	73	82	83	291	74	273	433	80	278	235			
	Arrival time	48.63	18.88	22.26	18.53	18.53	38.33	42	68.6	47.45	24.28	32.31	68.99	49.3			
	Vehicle load	143	26	39	13	12	84	107	179	129	26	51	126	131			
Route 31	Nodes	211	335	334	336												
	Arrival time	67.37	37.32	37.11	43.26												
	Vehicle load	135	10	40	51												
Route 32	Nodes	56	411	48	45	47	44	243	46	410							
	Arrival time	61.63	61.52	46.24	49.67	51.44	35.83	59.73	27.27	42.35							
	Vehicle load	84	79	38	52	66	38	34	13	51							
Route 33	Nodes	346	225	345	12	50	52	219	238								
	Arrival time	55.1	18.4	50.9	39.71	57.85	66.91	49.45	30.83								
	Vehicle load	71	8	57	26	48	96	95	12								
Route 34	Nodes	196	226	223	215	248	247	241	361	222	218	220					
	Arrival time	64.22	48.38	32.68	48.34	26.18	64.45	54.88	48.84	38.7	42.47	42.47					
	Vehicle load	132	63	23	38	22	46	42	33	57	69	82					
Route 35	Nodes	413	53	289	185	187	188	160	161								
	Arrival time	29.68	61.91	33.45	36.53	39.93	42.85	44.42	46.77								
	Vehicle load	16	82	36	50	60	73	85	97								
Route 36	Nodes	184	403	405	179	399	400	398	401	402	404						
	Arrival time	58.33	21.68	70.56	35.96	43.63	43.63	45.06	64.63	45.06	64.63						
	Vehicle load	87	12	177	24	36	49	63	152	76	164						
Route 37	Nodes	57	55	51	34	170	136	133	134	135							
	Arrival time	72.54	48.2	53.25	42.38	62.35	49.72	51.84	51.84	51.84							
	Vehicle load	73	24	35	36	144	77	89	99	112							
Route 38	Nodes	54	342	340	341	339	338										
	Arrival time	53.93	44.22	37.09	32.27	52.7	52.7										
	Vehicle load	69	33	26	14	45	22										
Route 39	Nodes	30	147	124	125	130	111	112	392								
	Arrival time	20.08	44.1	26.78	58.12	44.99	27.78	35.55	56.62								
	Vehicle load	11	91	10	68	126	10	43	150								
Route 40	Nodes	39	116	115	118	100	107	106	103	101	102						
	Arrival time	17.53	54.43	50.58	51.88	23.77	47.72	59.3	64.65	30.3	61.8						
	Vehicle load	8	93	70	81	12	85	113	171	23	163						
Route 41	Nodes	229	438	231	224	364	284	285	282	143	169						
	Arrival time	20.21	72.64	58.73	19.28	52.44	57.92	57.92	59.04	40.03	41.63						
	Vehicle load	27	145	151	14	120	130	146	161	57	69						
Route 42	Nodes	197	201	200	204	202	199	205	203	198							
	Arrival time	51.38	27.33	29.41	31.76	32.18	33.7	37.3	44.4	48.9							
	Vehicle load	99	14	30	34	46	55	66	76	87							
Route 43	Nodes	209	208	337													
	Arrival time	61.5	74.9	54.28													
	Vehicle load	112	76	62													
Route 44	Nodes	368	369	164	440	162	131	132	283	142	140	141	70				
	Arrival time	44.13	69.56	45.66	49.37	71	37.55	75.13	62.94	32.28	49.47	50.7	43.54				
	Vehicle load	45	159	70	109	98	48	125	168	10	75	81	58				
Route 45	Nodes	236	237	442	216	217	239	290	240	214	212						
	Arrival time	22.2	44.88	46.76	61.37	61.37	50.86	72.63	59.53	40.26	58.36						
	Vehicle load	10	20	27	119	131	42	158	110	25	56						
Route 46	Nodes	395	110	113	163	117											
	Arrival time	42.03	50.49	32.68	34.93	29.43											
	Vehicle load	57	140	34	21	10											
Route 47	Nodes	114	397	171	137												
	Arrival time	48.42	39.56	45.16	45.79												
	Vehicle load	41	29	49	59												
Route 48	Nodes	358	359	367	249	365	362	363	221	331	287						
	Arrival time	55.18	66.21	28.9	29.2	77.46	28.83	29.63	75.88	69.16	58.25						
	Vehicle load	75	78	35	45	168	15	24	192	178	134						
Route 49	Nodes	357	443	245	246	213	360	244	242	138	145	144					
	Arrival time	57.45	59.88	60.38	53.61	61.53	63.13	25	60.88	55.93	45.62	44.15					
	Vehicle load	104	87	54	49	67	69	15	64	93	70	77					
Route 50	Nodes	441	366	281	193	165	288	194	177								
	Arrival time	41.11	64.19	51.53	32.37	38.48	33.17	36.19	57.35								
	Vehicle load	35	143	84	13	21	35	47	94								

Table 33. Routing detail of Instance 6'. Part 2.

Route 51	Nodes	393	286	186	191
	Arrival time	72.28	56.92	70.28	62.45
	Vehicle load	184	124	58	103
Route 52	Nodes	174	173		
	Arrival time	34.84	24.18		
	Vehicle load	11	10		
Route 53	Nodes	174			
	Arrival time	34.84			
	Vehicle load	11			

Table 34. Routing detail of Instance 6'. Part 3.

Route 1	Nodes	33	190	189	131	132	283	142	140	141	168	192	167	144	70	145	136	133	134	135
	Arrival time	19.53	33.2	35.77	37.55	38	38.92	43.12	43.8	45.03	47.68	49.7	50.18	53.05	56.17	58.25	62.35	64.47	64.47	64.47
	Vehicle load	11	24	35	48	60	67	77	93	99	108	117	126	134	145	157	164	176	186	199
Route 2	Nodes	193	151	150	157	152	390	389	154	387	153	388	386	119	391	107	155	108	106	
	Arrival time	32.37	36.64	38.37	41.2	45.22	50.2	50.57	52.27	53.24	53.57	53.57	54.02	58.3	63.27	64.92	68.3	73.87	76.5	
	Vehicle load	13	25	37	48	56	66	75	86	98	106	116	129	143	155	166	176	185	194	
Route 3	Nodes	86	85	308	156	105	103	101	102	113	109	127	126	129	123	122	121	120		
	Arrival time	17.43	18.41	22.61	43.71	51.49	57.01	60.44	60.44	62.82	67.47	72.32	74.14	74.14	74.34	75.27	75.97	77.75		
	Vehicle load	9	20	32	43	57	65	76	89	100	112	126	137	150	163	176	184	194		
Route 4	Nodes	201	200	334	335	336	337	338	342	208										
	Arrival time	27.33	29.41	37.11	46.99	55.74	66.76	86.29	100.07	122.05										
	Vehicle load	14	30	40	50	61	72	84	91	105										
Route 5	Nodes	362	363	221	290	241	361	222	218	220	331	34	170	286	287	137	138	143		
	Arrival time	28.83	29.63	34.45	38.53	40.91	42.44	48.99	52.76	52.76	59.24	67.86	70.96	73.98	75.31	79.68	82.81	88.91		
	Vehicle load	15	24	38	52	65	73	85	97	110	120	135	145	157	167	177	189	198		
Route 6	Nodes	380	379	87	382	383	381	88	385	384	307	93	310	309	450	396	111			
	Arrival time	12.75	14.4	18.13	19.33	22.28	24.2	26.67	32.02	35	38.68	44.53	50.06	51.83	71.56	73.23	81.38			
	Vehicle load	11	27	38	50	62	74	86	97	109	121	133	147	157	171	187	197			
Route 7	Nodes	292	230	423	305	303	302	301	304	299	294	274	436	424	300	447	166	165		
	Arrival time	27.12	28.35	31.68	36.13	38.95	42.5	45.42	49.45	54.03	55.76	59.48	59.48	62.36	63.78	72.31	73.21	78.93		
	Vehicle load	12	25	36	49	62	69	84	99	109	122	133	141	154	167	178	189	200		
Route 8	Nodes	329	325	326	330	323	327	322	321	332	324	328	180	181	182	183	175			
	Arrival time	15.85	18.2	18.2	20.73	23.56	26.31	27.74	30.66	34.16	39.38	40.76	63.16	65.26	69.73	75.4	90.98			
	Vehicle load	12	26	38	53	61	75	89	102	113	125	137	147	161	174	187	200			
Route 9	Nodes	370	375	374	373	372	371	90	377	378	28	24	23	22	21	25	20	17		
	Arrival time	12.7	15.28	19.4	20.18	24.51	27.99	34.12	34.89	40.32	50.24	65.77	68	71.52	75.6	77.23	78.81	81.68		
	Vehicle load	8	19	29	41	53	63	78	90	101	113	124	135	149	162	174	187	199		
Route 10	Nodes	264	260	445	444	250	251	257	128	158	159	149	148	146	147	124	446	130		
	Arrival time	10.9	12.57	15.85	18.27	20.19	21.47	22.59	45.74	45.74	46.87	51.1	54.68	56.1	59.2	65.22	70.64	73.64		
	Vehicle load	11	22	34	47	60	73	83	93	105	117	130	142	153	167	177	189	199		
Route 11	Nodes	117	163	397	104	171	169	288	194	162	282	284	285	188	161	185	186			
	Arrival time	29.43	34.93	43.76	53.79	64.02	70.64	74.66	77.68	83.85	90.45	93.35	93.35	98.28	100.66	107.01	109.16			
	Vehicle load	10	21	34	44	57	69	82	94	108	123	133	149	162	174	188	200			
Route 12	Nodes	46	89	214	243	247	367	249	248	245	246	213	360	244	242	239	219			
	Arrival time	27.27	44.25	62.92	68.29	73.01	75.36	75.66	77.26	80.28	81.21	83.29	84.54	85.77	87.24	93.46	96.33			
	Vehicle load	13	25	38	47	59	72	82	94	106	117	128	143	158	172	181	194			
Route 13	Nodes	420	353	58	59	139	60	354	36	31	32	62	61	71	72	65	67	69	442	
	Arrival time	12.88	15.28	18.98	18.98	18.98	19.51	20.98	23.06	26.61	26.94	28.87	32.49	36.12	36.12	44.57	46.45	47.05	64.07	
	Vehicle load	10	21	34	42	58	68	81	90	102	114	124	135	148	160	171	182	192	199	
Route 14	Nodes	313	315	317	311	316	91	92	14	16	26	27	15	19	18	393				
	Arrival time	9.03	13.5	17.22	20.39	23.09	26.92	34.05	42.97	49.22	55.3	61.8	68.68	75.06	82.24	106.74				
	Vehicle load	14	27	41	54	66	78	90	105	116	125	133	144	160	173	186				
Route 15	Nodes	100	112	392	110	395	115	118	116	357	223	215	365	237	240	289	366	426		
	Arrival time	23.77	32.65	36.33	45.6	51.88	60.43	61.73	64.28	67.3	71.35	76.88	80.36	82.28	88.01	97.21	106.66	113.46		
	Vehicle load	12	21	31	45	59	72	83	95	106	114	125	135	145	160	172	184	194		
Route 16	Nodes	224	229	63	429	234	428	425	427	68	439	430	421	412	422	295				
	Arrival time	19.28	20.21	25.48	26.78	28.26	31.31	33.31	34.96	36.73	39.28	40.25	46.87	50.32	53.29	56.14				
	Vehicle load	14	27	39	54	68	79	91	103	116	126	138	153	168	182	195				
Route 17	Nodes	341	340	339	233	195	54	49	344	343	47	57								
	Arrival time	32.27	37.09	47.44	59.74	65.56	70.48	78.18	88.01	90.31	102.61	115.36								
	Vehicle load	14	26	38	47	60	73	85	98	112	126	141								
Route 18	Nodes	42	43	37	38	41	39	415	417	416	414	413	12	48	45	44	410			
	Arrival time	19	22.18	23.06	23.68	29.78	32.01	36.86	40.84	42.92	46.27	52.32	62.35	68.88	72.31	76.58	83.1			
	Vehicle load	15	24	37	49	63	71	84	101	111	124	132	142	154	168	184	197			
Route 19	Nodes	73	79	277	81	276	296	297	275	298	293	160	440	364	187	238	191			
	Arrival time	18.53	18.88	22.26	24.41	29.34	33.27	37.3	39.22	45.75	48.72	59.17	62.17	65.24	68.32	78.52	89.79			
	Vehicle load	13	26	39	48	61	74	86	100	112	125	137	149	160	170	182	192			
Route 20	Nodes	178	176	174	173	399	400	398	401	402	404	179								
	Arrival time	33.22	38.9	54.92	62.85	85.2	85.2	86.63	86.63	86.63	86.63	99.08								
	Vehicle load	14	26	37	47	59	72	86	101	114	126	138								
Route 21	Nodes	82	448	66	83	84	291	74	75	76	77	78	30	29	409	281	177	164		
	Arrival time	18.53	22.9	23.4	25.7	26.67	29.37	34.3	35.13	36.91	38.96	42.38	48.38	51.86	57.51	67.19	73.01	80.24		
	Vehicle load	12	21	32	43	53	66	77	92	102	113	126	137	147	159	173	183	193		
Route 22	Nodes	207	206	204	202	199	205	203	198	197	209	210	211	8	9	7	10			
	Arrival time	26.88	28.68	31.76	32.18	33.7	37.3	44.4	48.9	51.38	61.5	66.77	72.07	82.7	84.38	85.95	85.95			
	Vehicle load	14	25	34	46	55	66	76	87	99	112	127	141	153	168	182	198			
Route 23	Nodes	225	346	55	53	52	51	50	411	226	359	216	217	441	236	443	358			
	Arrival time	18.4	21.3	29.05	32.88	37.88	40.06	44.66	47.78	54.93	62.01	65.03	65.03	68.2	70.73	75.85	79.4			
	Vehicle load	8	22	34	47	61	72	85	98	110	124	139	151	163	173	185	197			
Route 24	Nodes	433	80	431	125	369	368	212	438	228										

Route 26	Nodes	312	314	449	64	394	114	267	96										
	Arrival time	7.23	10.43	16.58	48.43	74.51	91.01	110.49	120.71										
	Vehicle load	14	26	38	56	64	75	86	100										
Route 27	Nodes	11	13	5	2	3	4	263	262	261	356	259	252	255	254	256	6	253	
	Arrival time	7.33	9.21	15.93	17.9	18.55	21.42	25.49	29.24	30.22	33.95	37.02	39.82	45.09	47.01	49.69	55.11	60.59	
	Vehicle load	9	21	31	44	54	63	76	87	99	109	123	136	149	162	174	187	200	
Route 28	Nodes	271	270	269	435	434	432	272	273	235	355	351	352	437	419	258	349		
	Arrival time	12.43	19.01	21.73	25.66	29.04	32.87	35.67	36.85	42.43	53.18	57.86	60.49	63.77	67.49	77.44	82.44		
	Vehicle load	14	26	38	50	63	72	86	102	113	124	134	146	156	171	185	198		
Route 29	Nodes	320	319	318	280	279	306	333	406	407	408	350	95	376	265	268			
	Arrival time	9.65	19.68	27.6	28.95	32.85	35.83	47.76	58.28	60.83	66.45	72.15	83.6	85.27	89.49	99.46			
	Vehicle load	11	24	35	50	65	75	90	102	119	132	144	156	167	179	193			
Route 30	Nodes	94	99	97	98	266	348	1											
	Arrival time	9.33	16.08	20	20	37.15	49.42	56.49											
	Vehicle load	14	26	40	55	64	75	84											

Table 36. Routing detail of Instance 7. Part 2.

Route 1	Nodes	33	190	189	131	143	169	144	168	192	167	288	132	285	188	365
	Arrival time	19.53	33.2	35.77	37.55	40.03	41.63	44.15	46.62	48.64	49.12	52.35	60	63.15	68.08	73.88
	Vehicle load	11	24	35	48	57	69	77	86	95	104	117	129	145	158	168
Route 2	Nodes	193	151	150	157	152	389	154	387	153	388	386	391	107	108	
	Arrival time	32.37	36.64	38.37	41.2	45.22	49.84	51.54	52.51	52.84	53.29	59.01	60.66	63.74		
	Vehicle load	13	25	37	48	56	65	76	88	96	106	119	131	142	151	
Route 3	Nodes	86	156	105	155	163	221									
	Arrival time	17.43	40.65	48.43	52.56	58.09	69.32									
	Vehicle load	9	20	34	44	55	69									
Route 4	Nodes	201	200	334	336	337	208									
	Arrival time	27.33	29.41	37.11	43.26	54.28	74.9									
	Vehicle load	14	30	40	51	62	76									
Route 5	Nodes	362	363	289	187	185	186	136	134	135	282	283	331			
	Arrival time	28.83	29.63	33.45	37.2	39.32	41.47	48.97	51.09	51.09	54.17	58.07	64.29			
	Vehicle load	15	24	36	46	60	72	79	89	102	117	124	134			
Route 6	Nodes	380	85	308	385	384	307	93	377	90	378	379	87	267	96	
	Arrival time	12.75	22.28	26.48	29.66	32.64	36.32	42.17	47.92	48.24	53.37	57.25	60.98	69.68	79.9	
	Vehicle load	11	22	34	45	57	69	81	93	108	119	135	146	157	171	
Route 7	Nodes	111	109	390	119	127	126	123	122	121	446	110				
	Arrival time	27.78	30.73	38.81	42.23	46.95	48.77	48.97	49.9	50.6	53.35	60.43				
	Vehicle load	10	22	32	46	60	71	84	97	105	117	131				
Route 8	Nodes	292	230	423	305	303	302	301	304	299	293	159				
	Arrival time	27.12	28.35	31.68	36.13	38.95	42.5	45.42	49.45	54.03	58.08	69.96				
	Vehicle load	12	25	36	49	62	69	84	99	109	122	134				
Route 9	Nodes	447	166	145	70	138	140	141	133	286	287	170	290			
	Arrival time	29.22	30.12	37.59	37.76	39.74	40.71	41.94	47.17	52.25	53.58	57.68	67.96			
	Vehicle load	11	22	34	45	57	73	79	91	103	113	123	137			
Route 10	Nodes	329	172	182	180	181	183	176								
	Arrival time	15.85	25.35	38.65	42.42	44.52	49.97	65.55								
	Vehicle load	12	21	34	44	58	71	83								
Route 11	Nodes	370	371	375	374	372	373	97	98	99	81	426	448			
	Arrival time	12.7	17.68	22.55	26.67	30.79	34.31	40.29	40.29	42.14	55.21	62.79	68.26			
	Vehicle load	8	18	29	39	51	63	77	92	104	113	123	132			
Route 12	Nodes	264	254	256	6	255	444	250	251	257	31	32	62	61	72	
	Arrival time	10.9	18.53	21.21	26.63	30.18	38.18	40.1	41.38	42.5	53.37	53.7	55.63	59.25	62.88	
	Vehicle load	11	24	36	49	62	75	88	101	111	123	135	145	156	168	
Route 13	Nodes	117	397	104	393	26										
	Arrival time	29.43	38.4	48.43	56.1	79.88										
	Vehicle load	10	23	33	46	55										
Route 14	Nodes	46	89	247												
	Arrival time	27.27	44.25	64.2												
	Vehicle load	13	25	37												
Route 15	Nodes	300	274	436	424	294	296	297	275	276	439	430	428	421	438	
	Arrival time	26.2	28.48	28.48	31.36	33.69	36.89	40.92	42.84	48.12	51.82	52.79	56.02	59.67	67.24	
	Vehicle load	13	24	32	45	58	71	83	97	110	120	132	143	158	171	
Route 16	Nodes	420	355	58	139	354	60	36	35	59	351	352	353	437	419	369
	Arrival time	12.88	18.03	24.36	24.36	25.31	26.79	28.87	31.62	35.75	39.38	42.01	43.21	46.64	50.36	64.36
	Vehicle load	10	21	34	50	63	73	82	95	103	113	125	136	146	161	177
Route 17	Nodes	313	312	311	317	316	315	91	92	14	17					
	Arrival time	9.42	12.75	21.07	23.55	26.57	29.77	34.95	42.08	51	62.1					
	Vehicle load	14	28	41	55	67	80	92	104	119	131					
Route 18	Nodes	142	137	34	171	284	161	162								
	Arrival time	32.28	35.75	42.6	45.38	53.15	56.88	61.91								
	Vehicle load	10	20	35	48	58	70	84								
Route 19	Nodes	100	106	103	101	102	113	392	395	40						
	Arrival time	23.77	33.64	39.24	42.67	42.67	45.05	51.62	57.37	82.37						
	Vehicle load	12	21	29	40	53	64	74	88	102						
Route 20	Nodes	224	409	422	295	149	148	146	128	158	177	366				
	Arrival time	19.28	24.1	27.07	29.92	37.9	41.48	42.9	49.97	49.97	56.87	67.14				
	Vehicle load	14	26	40	53	66	78	89	99	111	121	133				
Route 21	Nodes	341	340	342	195	52	57									
	Arrival time	32.27	37.09	44.22	51.24	61.76	66.08									
	Vehicle load	14	26	33	46	60	75									
Route 22	Nodes	42	43	416	414	415	41	417	196	37	38					
	Arrival time	19	22.18	30.65	34	37.93	44.33	54.25	59.9	65.18	65.8					
	Vehicle load	15	24	34	47	60	74	91	107	120	132					
Route 23	Nodes	165	194	160	440	364	222	218								
	Arrival time	31.1	34.08	42.38	45.38	48.45	58.17	61.94								
	Vehicle load	11	23	35	47	58	70	82								
Route 24	Nodes	73	79	277	68	425	427	412	63	429	65	69	66	234	431	278
	Arrival time	18.53	18.88	22.26	31.13	34.85	36.5	41.05	45.88	47.18	49.68	51.06	51.16	55.21	61.01	65.04
	Vehicle load	13	26	39	52	64	76	91	103	118	129	139	150	164	174	187
Route 25	Nodes	178	175	174												
	Arrival time	33.22	38.9	54.92												
	Vehicle load	14	27	38												

Table 37. Routing detail of Instance 8. Part 1.

Route 26	Nodes	82	67	147	120	129	125	1					
	Arrival time	18.53	23.33	32.45	41.13	43.95	49.05	75.28					
	Vehicle load	12	23	37	47	60	73	82					
Route 27	Nodes	207	206	204	202	199	205	203	198	209			
	Arrival time	26.88	28.68	31.76	32.18	33.7	37.3	44.4	48.9	58.6			
	Vehicle load	14	25	34	46	55	66	76	87	100			
Route 28	Nodes	225	413	12	48	45	47	367	217				
	Arrival time	18.4	24.48	34.51	41.04	44.47	46.24	59.71	62.81				
	Vehicle load	8	16	26	38	52	66	79	91				
Route 29	Nodes	433	298	281	191	84	235						
	Arrival time	19.2	28.87	42.35	49.45	59.58	62.6						
	Vehicle load	14	26	40	50	60	71						
Route 30	Nodes	236	237	248	249	239	220	219	240				
	Arrival time	22.2	25.75	29.23	30.83	35.8	39.98	46.96	57.04				
	Vehicle load	10	20	32	42	51	64	77	92				
Route 31	Nodes	403	179	399	400	398	401	402	404	405			
	Arrival time	21.68	35.96	43.63	43.63	45.06	45.06	45.06	45.06	50.99			
	Vehicle load	12	24	36	49	63	78	91	103	116			
Route 32	Nodes	335	338										
	Arrival time	37.32	52.7										
	Vehicle load	10	22										
Route 33	Nodes	449	450	396	112								
	Arrival time	12.26	37.83	39.5	46.58								
	Vehicle load	12	26	42	51								
Route 34	Nodes	11	325	323	326	330	327	322	321	332	324	328	
	Arrival time	12.42	24.42	28.6	32.5	35.03	37.98	39.41	42.33	45.83	51.05	52.43	
	Vehicle load	9	23	31	43	58	72	86	99	110	122	134	
Route 35	Nodes	262	356	260	258	445	418	75	76	77	78	83	227
	Arrival time	12.45	15.77	19.49	25.21	28.93	36.88	42.53	44.31	46.36	49.78	55.11	61.76
	Vehicle load	11	21	32	46	58	69	84	94	105	118	129	140
Route 36	Nodes	24	23	22	21	25	20	15	16	27	309		
	Arrival time	20.92	23.15	26.67	30.75	32.38	33.96	40.39	43.31	51.38	59.9		
	Vehicle load	11	22	36	49	61	74	85	96	104	114		
Route 37	Nodes	71	291	30	29	229	231	228	232	74			
	Arrival time	20.35	25.12	31.57	35.05	37.63	41.26	46.89	52.21	60.88			
	Vehicle load	13	26	37	47	60	69	80	94	105			
Route 38	Nodes	271	434	272	164	441	216	245	360				
	Arrival time	12.88	20.26	24.86	40.68	46.58	52.21	57.18	59.93				
	Vehicle load	14	27	41	51	63	78	90	105				
Route 39	Nodes	39	344	343	49	233							
	Arrival time	17.53	33.31	35.61	42.69	49.24							
	Vehicle load	8	21	35	47	56							
Route 40	Nodes	238	214	243	242	212	213	359					
	Arrival time	30.83	40.26	45.63	50.08	53.58	56.75	61.18					
	Vehicle load	12	25	34	48	62	73	87					
Route 41	Nodes	124	130	115	118	116	357	358					
	Arrival time	26.78	33.08	46.25	47.55	50.1	53.12	54.8					
	Vehicle load	10	20	33	44	56	67	79					
Route 42	Nodes	320	319	184	7								
	Arrival time	14.66	24.69	41.24	62.36								
	Vehicle load	11	24	35	49								
Route 43	Nodes	318	314	18	19	349	350						
	Arrival time	15.17	25.64	38.69	45.69	64.84	64.84						
	Vehicle load	11	23	36	52	65	77						
Route 44	Nodes	244	361	241	215	442	223	246					
	Arrival time	25	28.6	30.13	36.5	38.93	44.3	49.13					
	Vehicle load	15	23	36	47	54	62	73					
Route 45	Nodes	310	28	382	383	381	88	269	435	432			
	Arrival time	17.17	25.59	36.59	39.54	41.46	43.93	53.86	57.79	61.12			
	Vehicle load	14	26	38	50	62	74	86	98	107			
Route 46	Nodes	64											
	Arrival time	33.07											
	Vehicle load	18											
Route 47	Nodes	4	261	263	2	5	3	253	9	8	13		
	Arrival time	17.62	26.15	30.87	36.25	38.22	40.55	48.63	55.31	56.99	64.06		
	Vehicle load	9	21	34	47	57	67	80	95	107	119		
Route 48	Nodes	55	51	50	411	410	44	53					
	Arrival time	20.68	25.73	30.33	33.45	34.57	43.35	54.68					
	Vehicle load	12	23	36	49	62	78	91					
Route 49	Nodes	394	114	268	376								
	Arrival time	20.27	36.77	52.5	60.08								
	Vehicle load	8	19	33	44								
Route 50	Nodes	339	54	56	345								
	Arrival time	29.07	43.85	50.75	58.38								
	Vehicle load	12	25	38	53								

Table 38. Routing detail of Instance 8. Part 2.

Route 51	Nodes	10	210	211	347		
	Arrival time	19.63	32.35	37.65	51.63		
	Vehicle load	16	31	45	56		
Route 52	Nodes	226	443	368	80	273	
	Arrival time	20.27	30.79	35.69	52.24	55.66	
	Vehicle load	12	24	34	46	62	
Route 53	Nodes	197	346	266			
	Arrival time	20.72	33.79	50.94			
	Vehicle load	12	26	35			
Route 54	Nodes	280	333	406	407	259	252
	Arrival time	20.49	34.27	44.79	47.34	56.36	59.16
	Vehicle load	15	30	42	59	73	86
Route 55	Nodes	94	270	265	95	408	
	Arrival time	21.01	31.23	44.26	46.06	54.98	
	Vehicle load	14	26	38	50	63	
Route 56	Nodes	348	306	279			
	Arrival time	27.27	39.64	42.59			
	Vehicle load	11	21	36			
Route 57	Nodes	173					
	Arrival time	29.18					
	Vehicle load	10					

Table 39. Routing detail of Instance 8. Part 3.

Route 1	Nodes	33	190	189	131	143	169	144	168	192	167	151	157	152	154	387	159
	Arrival time	19.53	33.2	35.77	37.55	40.03	41.63	44.15	46.62	48.64	49.12	54.49	58.17	62.19	66.44	67.41	73.78
	Vehicle load	11	24	35	48	57	69	77	86	95	104	116	127	135	146	158	170
Route 2	Nodes	193	150	153	388	390	389	391	107	155	108	106	132				
	Arrival time	32.37	36.3	39.73	39.73	43.08	43.45	46.07	47.72	51.1	56.67	59.3	75.13				
	Vehicle load	13	25	33	43	53	62	74	85	95	104	113	125				
Route 3	Nodes	86	85	308	156	105	119	386	162								
	Arrival time	17.43	18.41	22.61	43.71	51.49	57.62	60.77	71								
	Vehicle load	9	20	32	43	57	71	84	98								
Route 4	Nodes	201	200	334	336	337	208										
	Arrival time	27.33	29.41	37.11	43.26	54.28	74.9										
	Vehicle load	14	30	40	51	62	76										
Route 5	Nodes	362	363	289	185	187	188	160	161	440	364	284	285	282	283	331	221
	Arrival time	28.83	29.63	33.45	36.53	39.93	42.85	44.42	46.77	49.37	52.44	57.92	57.92	59.04	62.94	69.16	75.88
	Vehicle load	15	24	36	50	60	73	85	97	109	120	130	146	161	168	178	192
Route 6	Nodes	380	383	88	382	385	384	307	93	310	309	20	21	25	17	26	
	Arrival time	12.75	17.27	20.67	23.3	30.97	33.95	37.63	43.48	49.01	50.78	59.86	61.53	63.16	67.61	77.96	
	Vehicle load	11	23	35	47	58	70	82	94	108	118	131	144	156	168	177	
Route 7	Nodes	111	109	127	126	129	123	122	121	120	446	130	110	392	102	103	393
	Arrival time	27.78	30.73	35.58	37.4	37.4	37.6	38.53	39.23	41.01	41.99	44.99	50.49	56.62	61.8	64.65	72.28
	Vehicle load	10	22	36	47	60	73	86	94	104	116	126	140	150	163	171	184
Route 8	Nodes	292	230	423	305	303	302	301	304	299	294	295	421	426	448		
	Arrival time	27.12	28.35	31.68	36.13	38.95	42.5	45.42	49.45	54.03	55.76	59.26	65.28	71.7	77.17		
	Vehicle load	12	25	36	49	62	69	84	99	109	122	135	150	160	169		
Route 9	Nodes	447	166	288	194	70	145	136	133	134	135	286	287	170	290	365	
	Arrival time	29.22	30.12	33.17	36.19	43.54	45.62	49.72	51.84	51.84	51.84	56.92	58.25	62.35	72.63	77.46	
	Vehicle load	11	22	35	47	58	70	77	89	99	112	124	134	144	158	168	
Route 10	Nodes	329	325	323	326	330	327	322	321	332	324	328	401	404	405		
	Arrival time	15.85	18.2	22.38	26.28	28.81	31.76	33.19	36.11	39.61	44.83	46.21	64.63	64.63	70.56		
	Vehicle load	12	26	34	46	61	75	89	102	113	125	137	152	164	177		
Route 11	Nodes	370	375	372	371	90	377	378	379	87	28	14					
	Arrival time	12.7	15.28	20.88	24.36	30.49	31.26	36.69	40.57	44.3	53.5	70.48					
	Vehicle load	8	19	31	41	56	68	79	95	106	118	133					
Route 12	Nodes	264	254	256	6	255	444	250	251	257	31	32	62	61	72	74	40
	Arrival time	10.9	18.53	21.21	26.63	30.18	38.18	40.1	41.38	42.5	53.37	53.7	55.63	59.25	62.88	68.6	84.42
	Vehicle load	11	24	36	49	62	75	88	101	111	123	135	145	156	168	179	193
Route 13	Nodes	117	163	34	171	137	140	141	138	191							
	Arrival time	29.43	34.93	42.38	45.16	45.79	49.47	50.7	55.93	62.45							
	Vehicle load	10	21	36	49	59	75	81	93	103							
Route 14	Nodes	46	89	243	247	186											
	Arrival time	27.27	44.25	59.73	64.45	70.28											
	Vehicle load	13	25	34	46	58											
Route 15	Nodes	300	274	436	424	293	296	297	275	276	439	430	428	427	65	66	96
	Arrival time	26.2	28.48	28.48	31.36	33.08	38.06	42.09	44.01	49.29	52.99	53.96	57.19	60.84	66.07	67.45	86.97
	Vehicle load	13	24	32	45	58	71	83	97	110	120	132	143	155	166	177	191
Route 16	Nodes	420	355	60	58	139	354	59	36	35	232	29	63	429	234	425	412
	Arrival time	12.88	18.03	23.83	24.36	24.36	25.31	26.26	27.81	30.56	36.94	38.96	44.38	45.68	47.16	51.96	55.36
	Vehicle load	10	21	31	44	60	73	81	90	103	117	127	139	154	168	180	195
Route 17	Nodes	313	315	311	317	316	91	92	450								
	Arrival time	9.03	13.5	20.58	23.06	26.08	29.91	37.04	60.41								
	Vehicle load	14	27	40	54	66	78	90	104								
Route 18	Nodes	142	165	128	158	148	125										
	Arrival time	32.28	38.48	45.56	45.56	52.34	58.12										
	Vehicle load	10	21	31	43	55	68										
Route 19	Nodes	100	101	113	112	395	115	118	116	357	216	217	366	369			
	Arrival time	23.77	30.3	32.68	35.55	42.03	50.58	51.88	54.43	57.45	61.37	61.37	64.19	69.56			
	Vehicle load	12	23	34	43	57	70	81	93	104	119	131	143	159			
Route 20	Nodes	224	229	409	422	149	146	147	298	431	278						
	Arrival time	19.28	20.21	24.59	27.56	38.23	41	44.1	55.88	64.96	68.99						
	Vehicle load	14	27	39	53	66	77	91	103	113	126						
Route 21	Nodes	341	340	342	339	195	57										
	Arrival time	32.27	37.09	44.22	52.7	62.67	72.54										
	Vehicle load	14	26	33	45	58	73										
Route 22	Nodes	42	43	416	414	417	415	41	37	38	196	438					
	Arrival time	19	22.18	30.65	34	37.57	43.55	49.95	56.05	56.67	64.22	72.64					
	Vehicle load	15	24	34	47	64	77	91	104	116	132	145					
Route 23	Nodes	73	79	277	68	67	69	83	84	291	71	235	227	231	353		
	Arrival time	18.53	18.88	22.26	31.13	35.43	36.03	38.33	39.3	42	44.22	49.3	52.25	58.73	71.15		
	Vehicle load	13	26	39	52	63	73	84	94	107	120	131	142	151	162		
Route 24	Nodes	178	175	176	182	180	181										
	Arrival time	33.22	38.9	38.9	54.65	58.42	60.52										
	Vehicle load	14	27	39	52	62	76										
Route 25	Nodes	82	433	434	80	81	164	281	177								
	Arrival time	18.53	24.28	28.26	32.31	34.11	45.66	51.53	57.35								
	Vehicle load	12	26	39	51	60	70	84	94								

Table 40. Routing detail of Instance 8'. Part 1.

